CLUB
Nintendo®
CLASSIC

MARIO MADNESS

In-depth Review for Super Mario Bros. 1&2

GAME BOY

Tetris, Super Mario Land, and many more . . . Now you are playing with portable power!

THE LEGEND OF ZELDA THE ADVENTURE OF LINK

Guides to both classic adventures of Hyrule's favorite hero and princess, Link and Zelda.

Plus lots of maps, hints, tricks and strategy tips for all of your favorite NES AND Game Boy games . . .

WELCOME!

Hey, Kids! It's me, Mario! Listen closely, because there's something I just can't wait to tell you about!

It's the Club Nintendo Classic Issue, and you're holding it in your hands right now! As you know, by joining Club Nintendo, you receive Club Nintendo's magazine 6 times a year. That magazine gives you loads of information, strategy tips, special tricks, and news about all the new games. The only problem is that there are so many new games coming out all of the time, we can't always go back and show you the classic games . . . you know, the ones that really make the NES great!

That's why we decided to do this special edition, so you can get all the great tips and tricks for the Legend of Zelda and Zelda II: The Adventure of Link, Metroid, and of course, Super Mario Bros. and Super Mario Bros. 2, starring yours truly. Plus there are some real "classic" strategies and secrets in the special "Tips and Tricks" section.

The other big news for game players like you is Nintendo's fantastic new portable Game Boy! Now you CAN take it with you! All the excitement of the NES right in the palm of your hand. So, even though the Game Boy is new, we included the games that are sure to become "classics" for Game Boy, too! There's my new adventure, Super Mario Land, plus other greats like Tetris and Castlevania! And there's Golf, and Pinball . . . phew, I can hardly remember them all. Just check out the next page for all the details about what's inside.

That's all for now! Sounds like Luigi could use some help with that leaky tap the Princess has been complaining about. See you soon . . .

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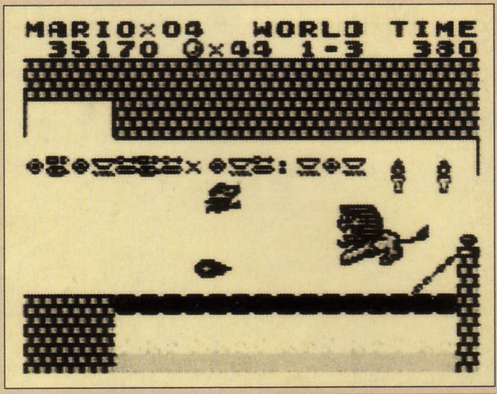
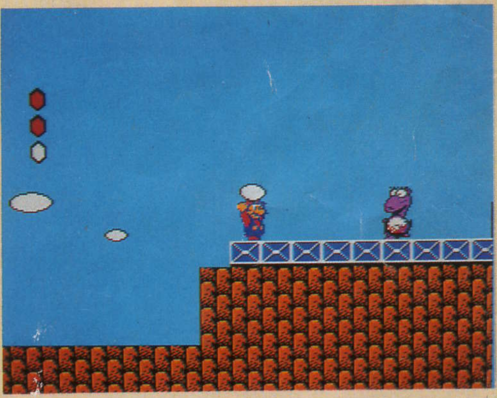


SUPER MARIO LAND 6

193 B A
-LIFE-
X0
X5

THE LEGEND OF ZELDA 24



SUPER MARIO BROS. 2 30

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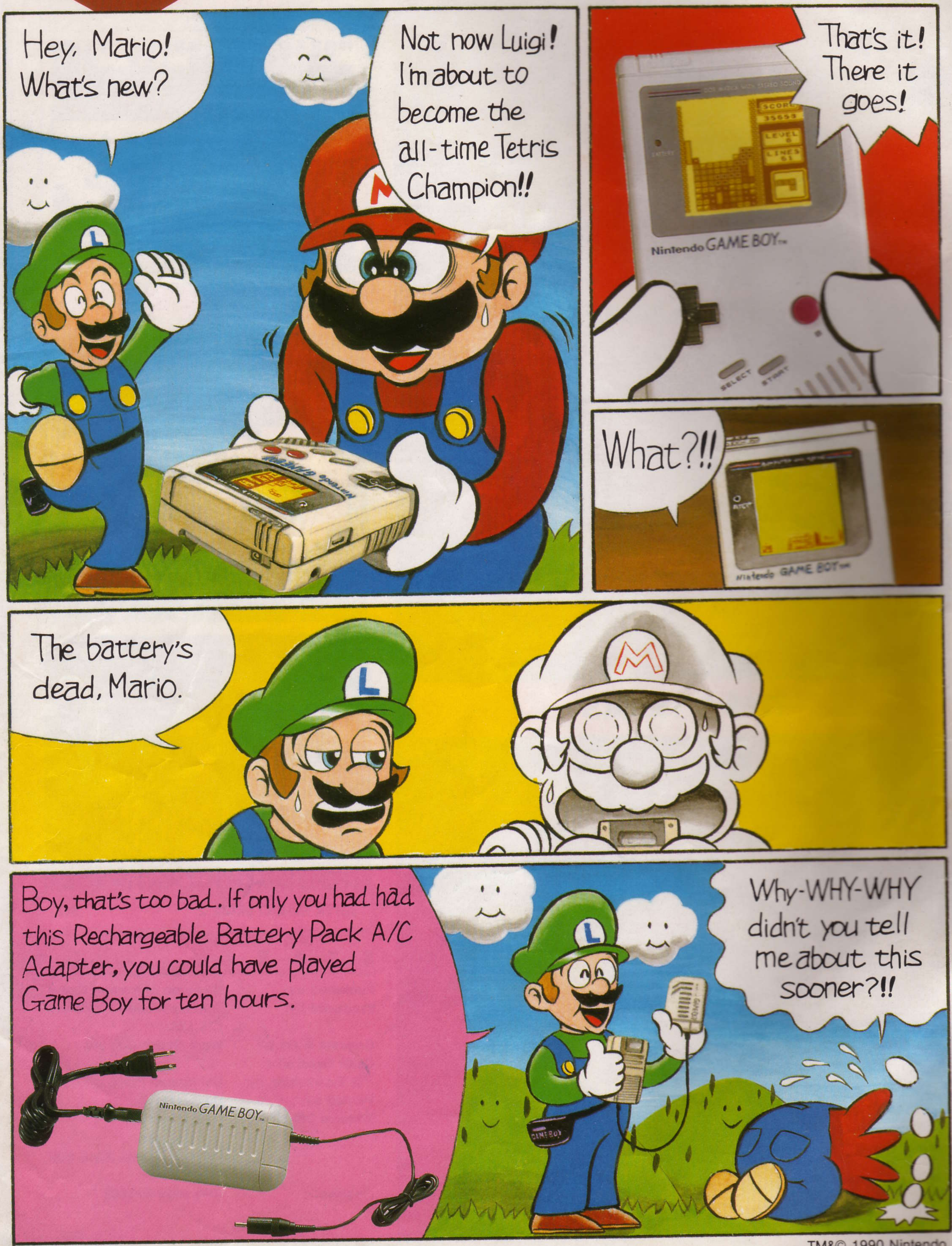
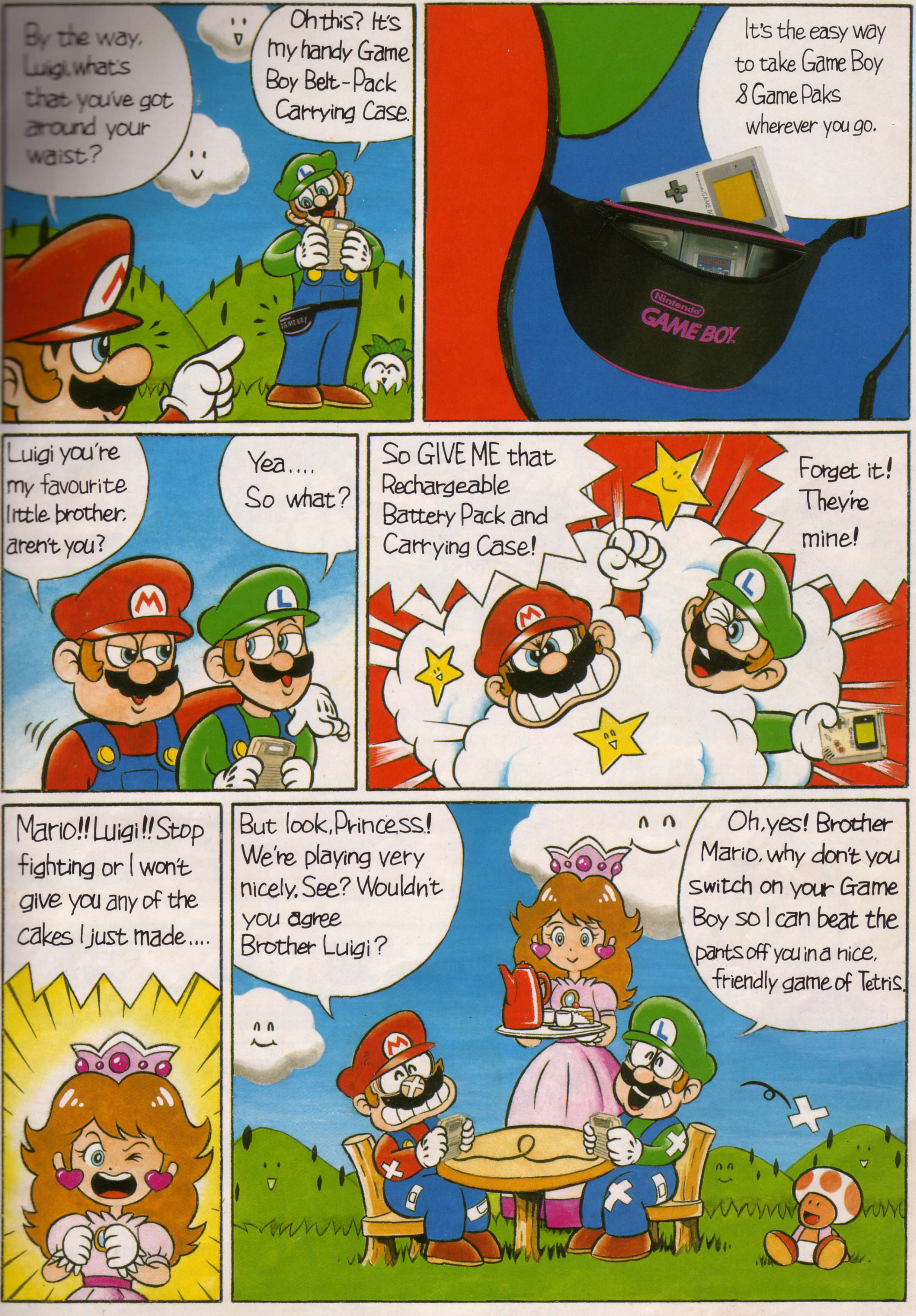
GAME BOY™ Hardware AND Accessories


Hey, Mario! What's new?
Not now Luigi! I'm about to become the all-time Tetris Champion!!
That's it! There it goes!
Nintendo GAME BOY™
What?!!
The battery's dead, Mario.
Boy, that's too bad. If only you had had this Rechargeable Battery Pack A/C Adapter, you could have played Game Boy for ten hours.
Nintendo GAME BOY™
Why-WHY-WHY didn't you tell me about this sooner?!!

TM&© 1990 Nintendo

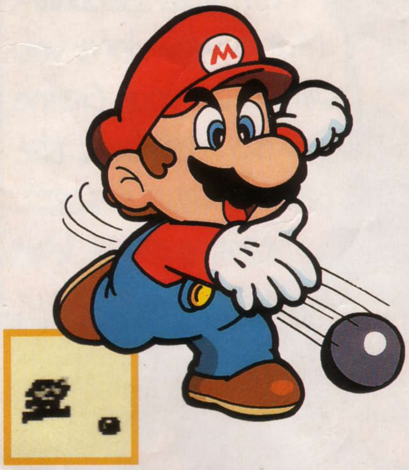

By the way, Luigi, what's that you've got around your waist?
Oh this? It's my handy Game Boy Belt-Pack Carrying Case.
GAME BOY
It's the easy way to take Game Boy & Game Paks wherever you go.
Nintendo GAME BOY
Luigi you're my favourite little brother, aren't you?
Yea.... So what?
So GIVE ME that Rechargeable Battery Pack and Carrying Case!
Forget it! They're mine!
Mario!! Luigi!! Stop fighting or I won't give you any of the cakes I just made....
But look, Princess! We're playing very nicely. See? Wouldn't you agree Brother Luigi?
Oh, yes! Brother Mario, why don't you switch on your Game Boy so I can beat the pants off you in a nice, friendly game of Tetris.

SUPER MARIO LAND™

STORY

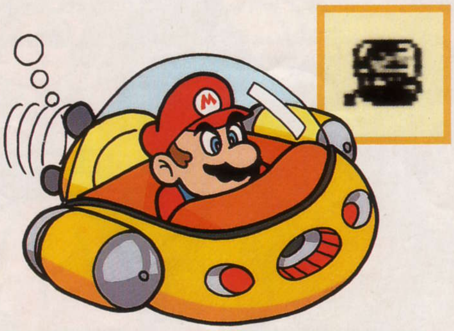
It's an all-new adventure for Mario, but it seems that some things never change. Once again, Princess Daisy has been kidnapped and it's up to our fearless plumber to set things right. Guide Mario through the four exciting kingdoms of Sarasaland, filled with man-eating plants, crazed turtles, and all kinds of hidden passages, secret doors, and unknown dangers. Only you, Mario, can save Daisy from the evil emperor of the land, the lunatic Tatanga.

THREE MARIOS!!



SUPERBALL MARIO

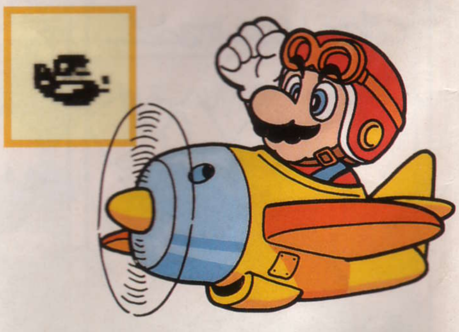
To really move through Super Mario Land, you must help Mario to become Super Mario by finding a Super Mushroom. Find a Fire Flower, and Mario becomes Superball Mario.



MARINE POP

(Submarine)

Mario can travel anywhere he likes in this speedy torpedo-armed submarine. It appears in Area 3 of World 2. Fire a series of torpedoes with the A button or just one with the B button.



SKY POP

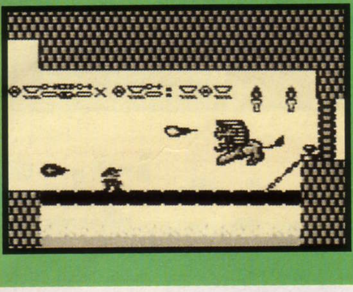
(Airplane)

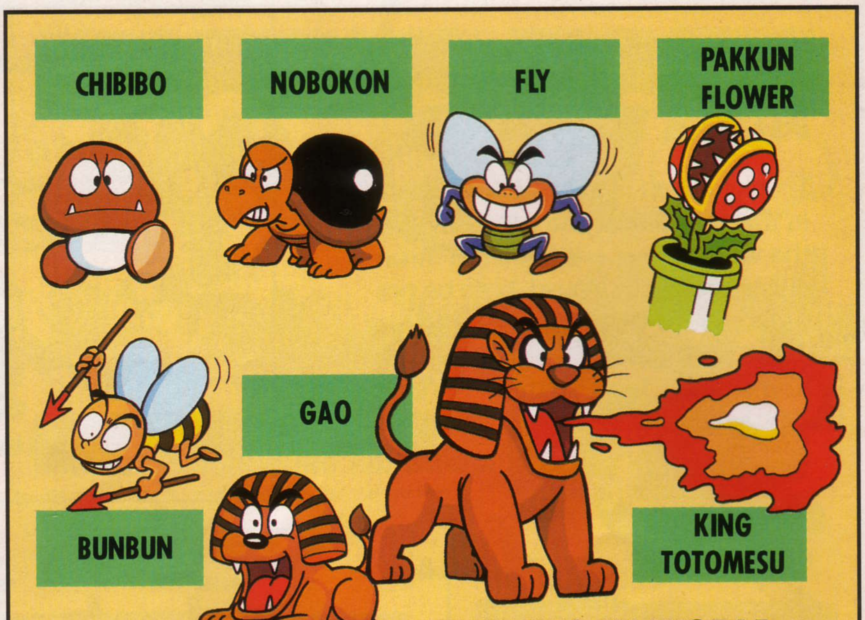
Mario flies through the air in this special one-seat airplane. Take on the enemies by using the A button to fire a series of missiles or the B button to shoot just one at a time.

TM&© 1990 Nintendo

WORLD 1
BIRABUTO KINGDOM

King Totomesu is the boss of The Birabuto Kingdom, which looks a lot like Egypt. Mario will see his share of Pyramids and Sphinxes, but remember that this is no sightseeing trip.

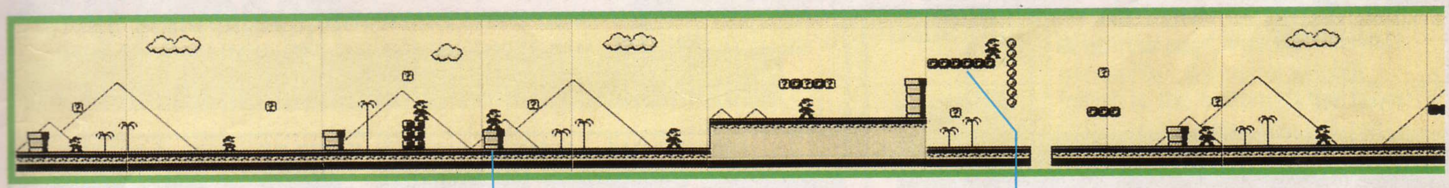




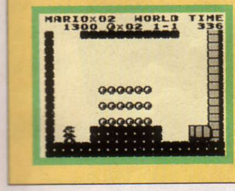
ENEMIES IN WORLD 1

MARIO'S ADVENTURES START HERE

Here is a secret map of Area 1. Be sure to study this carefully. Knowing what to expect in the passages and caves that lie ahead will give Mario a big advantage over King Totomesu's goons.

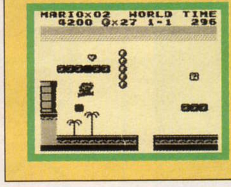


A ROOM FULL OF COINS

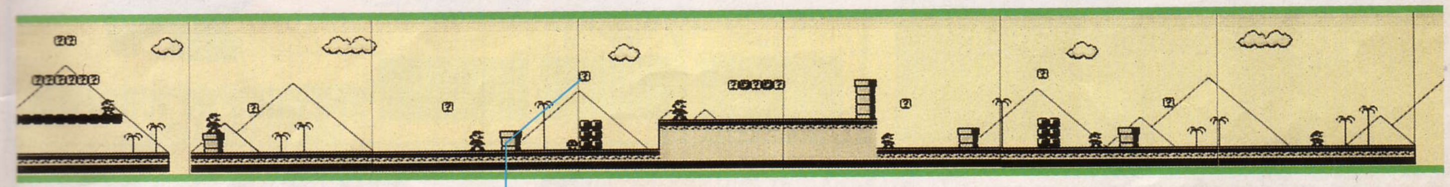


As you help Mario find his way through the giant pipes, look for coins. Some places have more than others, so pick up as many coins as possible to earn extra lives.

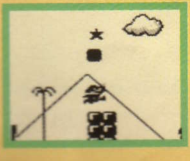
EARN AN EXTRA LIFE WITH THE HEART!!



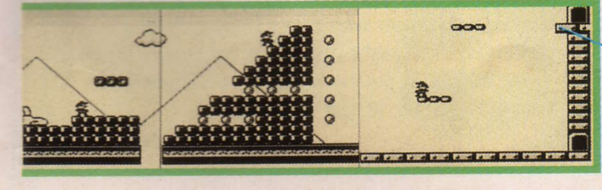
Step right up onto the lower Mystery Block and jump up to hit the third block above you. Now you've released a 1-UP Heart! Take it and give yourself an extra life . . . you deserve it!



GRAB THE STAR AND RUN RIGHT THROUGH THEM!

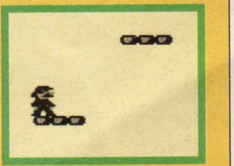


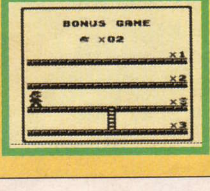
Collect a star by hitting the Mystery Block and become INVINCIBLE MARIO!! You don't have a lot of time, so make tracks while nobody can touch you.



A BONUS WAITS FOR YOU!!

Congratulations!! You made it to the end of the first stage. Of course, there are more kingdoms to conquer! Get ready now for the exciting challenges that lie ahead by hopping up to the top door.

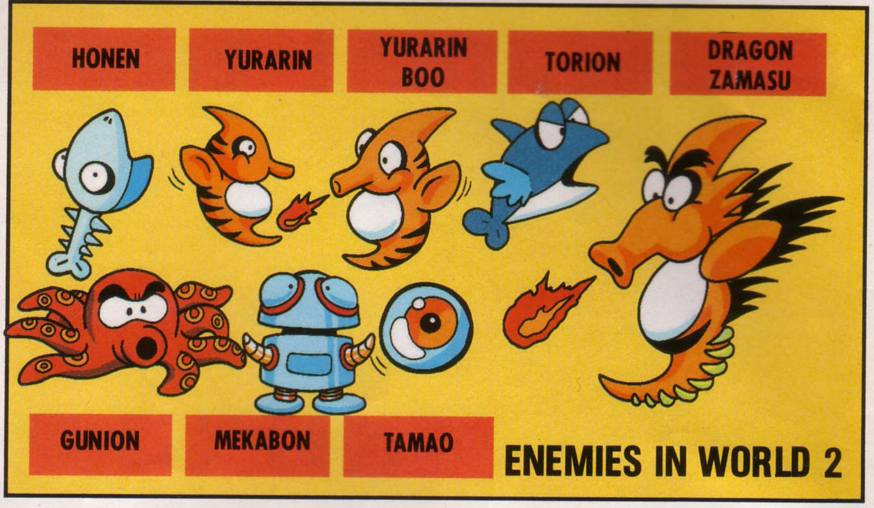




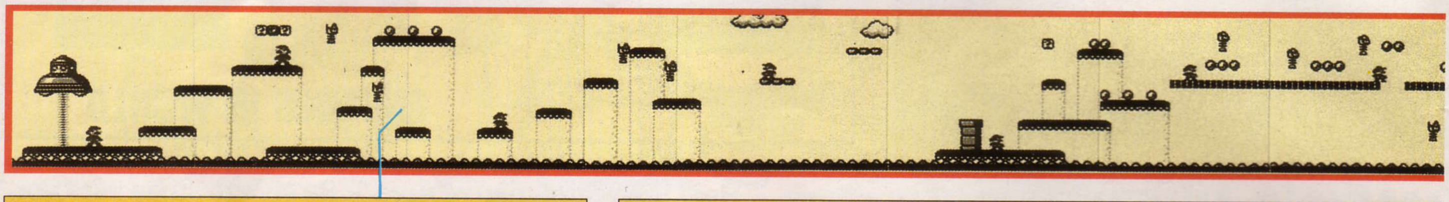
If you make it through the door at the top of the screen, you have a chance to win up to THREE EXTRA LIVES! Good luck! You are now ready to bravely take on the greater dangers of World 2!!

WORLD 2
MUDA KINGDOM

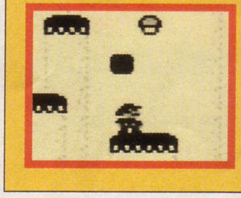
This kingdom is a mysterious island in the sea. Be careful not to fall into the water! Your enemies are stronger here than in World 1, so be prepared to do battle! At the end you must fight the boss of Muda Kingdom, the fire spitting Dragon Zamasu!



ENEMIES IN WORLD 2

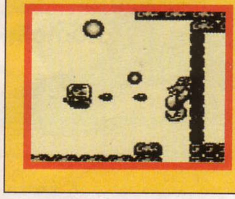


INVISIBLE MUSHROOM



Release an invisible block to get a Mushroom by jumping at the left side of the low platform above. It might take a few tries, but you can do it!

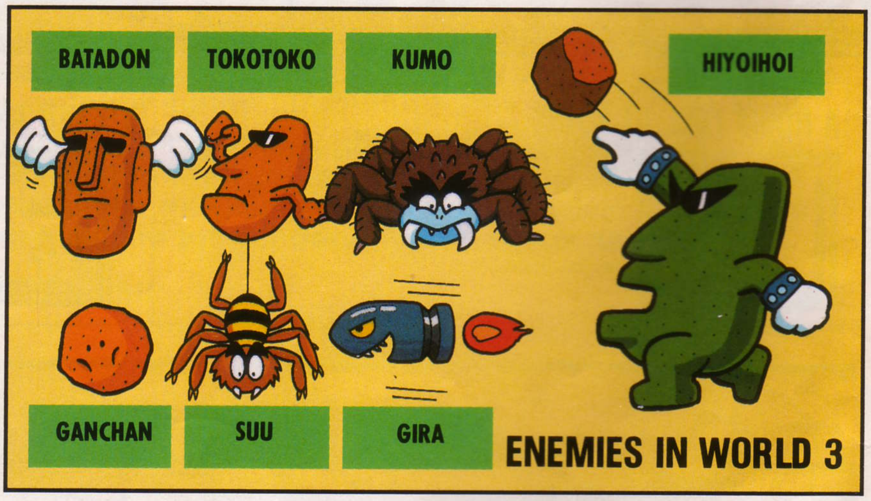
IT'S A SHOOTING GAME



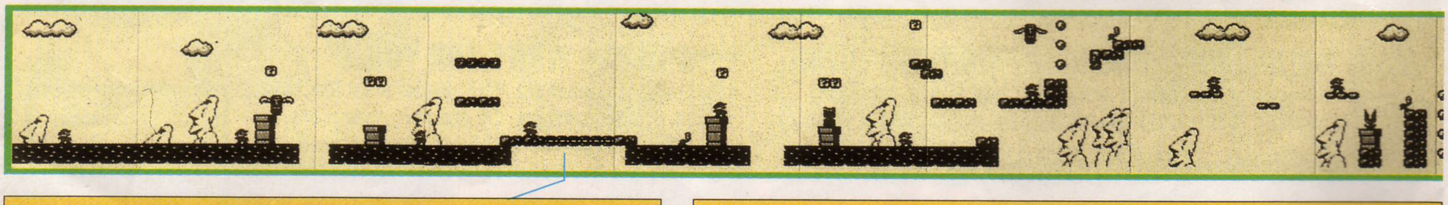
In World 2-3, climb into the Marine Pop Sub and fight your enemies by shooting torpedoes. Make sure to watch out for the man-eating fish called Torion. They'll attack you kamakazi-style in groups of three. Defeat them easily with one good shot from your torpedo arsenal and then move on to the Boss!

WORLD 3
EASTON KINGDOM

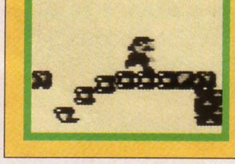
The boss of this Kingdom is Hiyoihoi, direct descendant from a Tokotoko statue. Watch out when he charges and throws Ganchan boulders at you. Also, watch out for Gira, a superfast missile that seems to come out of nowhere.



ENEMIES IN WORLD 3

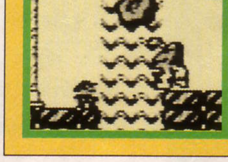


HURRY PAST THE DROPPING PLATFORM!!



This platform drops as soon as you step on it! You'll have to keep moving and jumping as fast as you can by pressing the B button. Move quickly to make it to the other side!

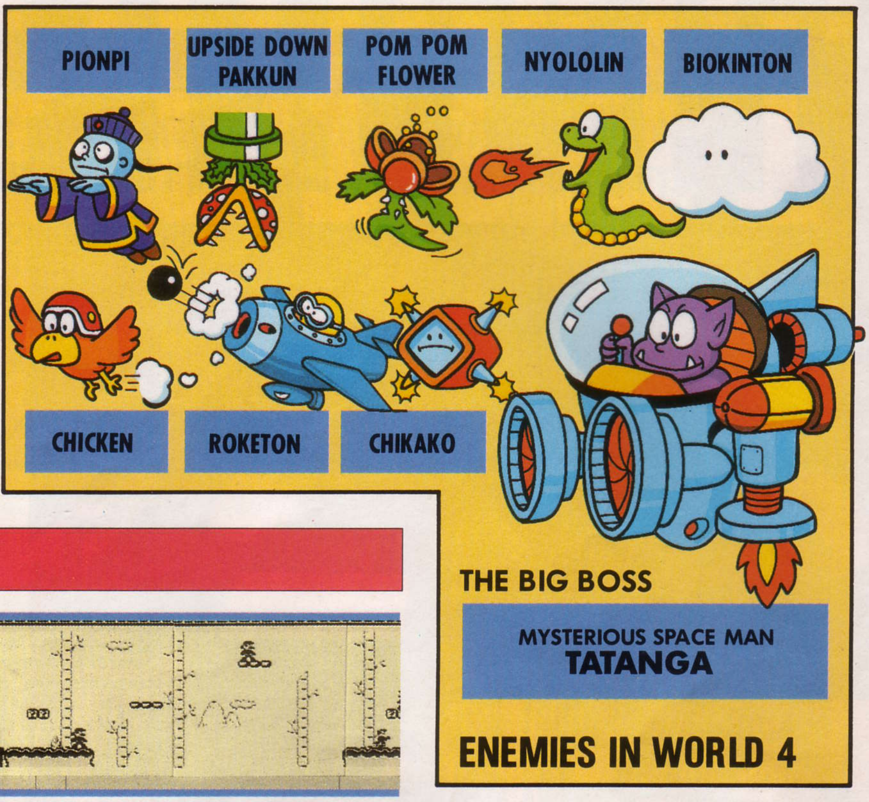
LOOK OUT BELOW!



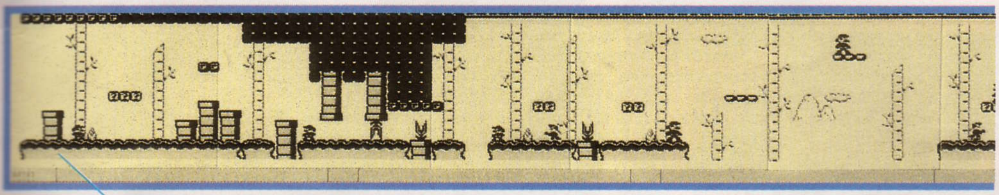
Hiyoihoi will keep throwing rocks at you. If you are Super Mario or Superball Mario, you can charge right by, but if not, you'll have to avoid the rocks by jumping on them one after another to get by Hiyoihoi.

WORLD4
CHAI KINGDOM

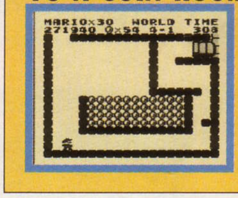
This is the last kingdom. Here, you must face the boss, Biokinton. In Chai, there are many strong enemies. Watch out for Pionpi because he keeps coming back to life no matter how many times you jump on him. Use the Sky Pop in World 4-3.


PIONPI
UPSIDE DOWN PAKKUN
POM POM FLOWER
NYOLOLIN
BIOKINTON
CHICKEN
ROKETON
CHIKAKO
THE BIG BOSS
MYSTERIOUS SPACE MAN
TATANGA
ENEMIES IN WORLD 4

WORLD 4-1



THE VERY FIRST PIPE LEADS TO A COIN ROOM!



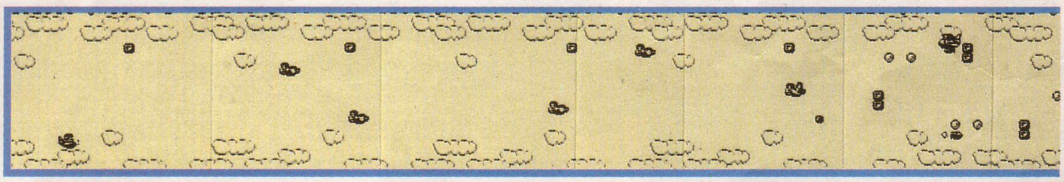
Be sure to use the control pad to fall to the right side so that you can collect the coins without falling to the bottom of the room. Once on the floor, you will not be able to get any more coins.

IT'S THE FINAL WORLD: CHAI KINGDOM

IN WORLD 4-3, MARIO TAKES OFF IN SKY-POP!

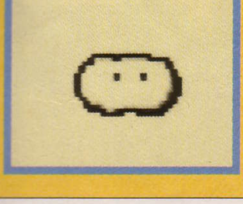
Now you've made it to the last stage! When in Sky Pop, keep firing missiles as fast as possible, and be sure to keep a watchful eye out for that wacky warbird Chicken . . .

WORLD 4-3



THE BOSS OF CHAI KINGDOM
BIOKINTON

The boss of the Chai Kingdom is a coward and will hide inside a cloud. Up to now, no one has ever seen what he looks like, but Mario will settle that question once and for all.



When you defeat him . . .

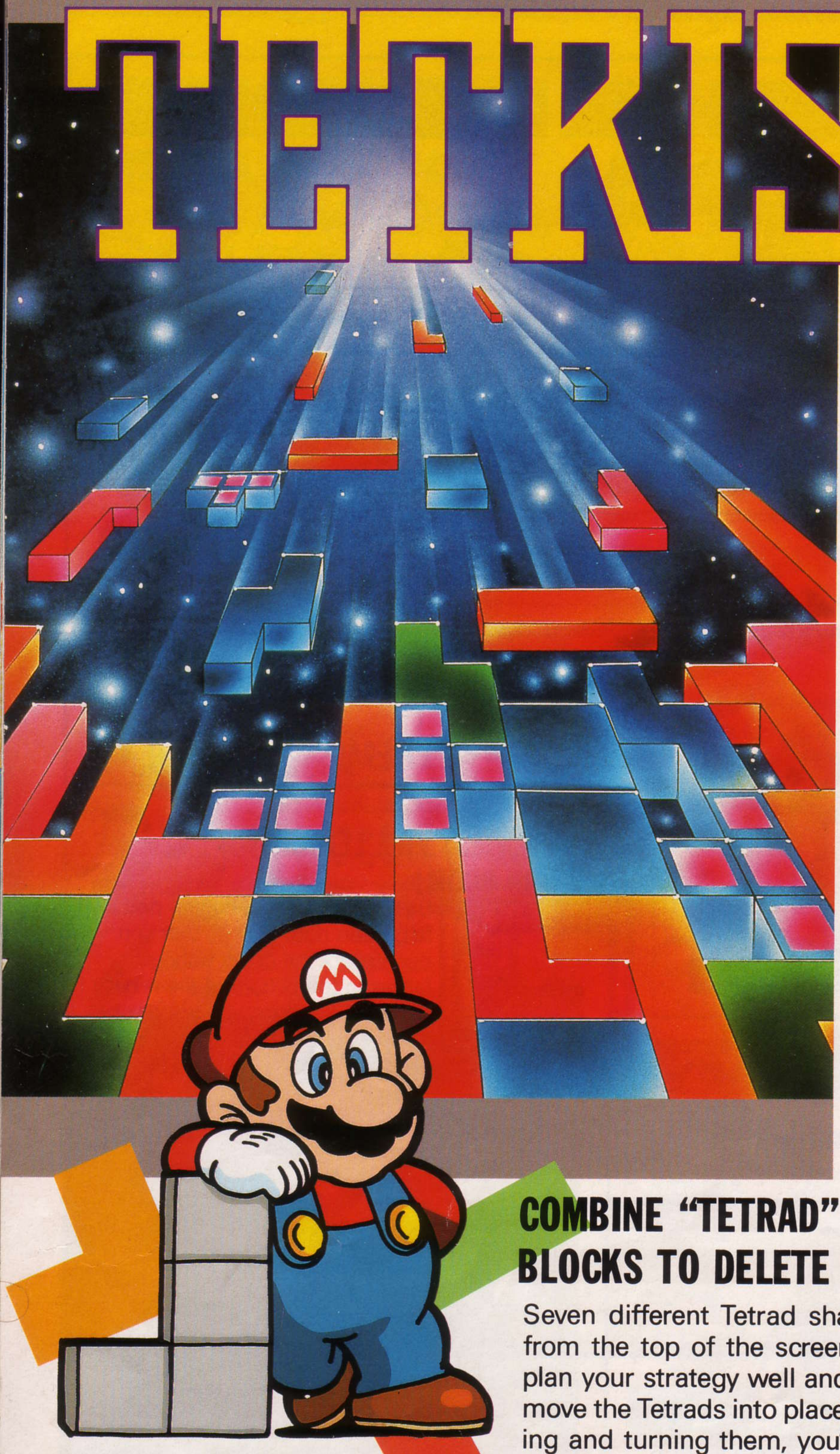
THE VERY LAST BOSS
TATANGA

Finally Mario has reached the big boss, but the tough part is still to come. TATANGA is bound and determined to keep Daisy for himself, and Mario will have to find a way to tackle Tatanga's war robot, PAGOSU, as well! Good luck Mario . . . you'll need it!

PRINCESS DAISY IS WAITING FOR YOU!

MARIO HELP ME!!

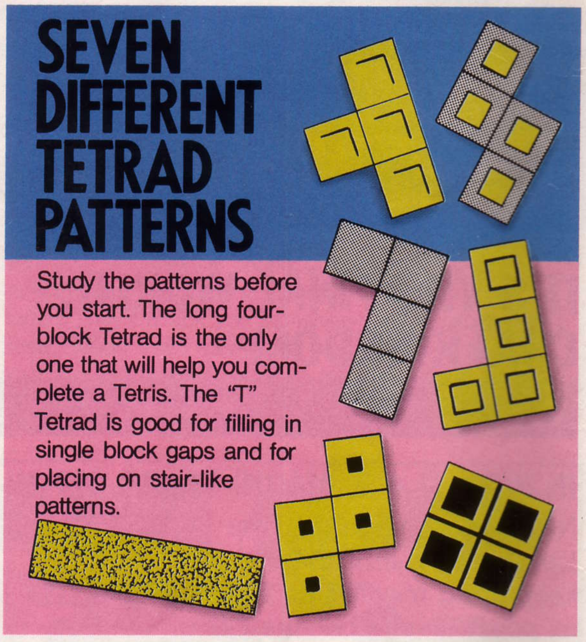
TETRIS™



WATCH OUT!!! ...YOU COULD BE TETRISIZED!

TETRIS is the amazing strategy game invented by Soviet game designers. Don't be surprised if you become "TETRISIZED" and want to play every chance you get! You're not alone! The game is already a favourite with Nintendo fans around the world! The Game Boy version of Tetris features a "video link" for two players to compete against each other. The rules are simple, so go to it! We guarantee, IN NO TIME YOU'LL BE HOOKED!

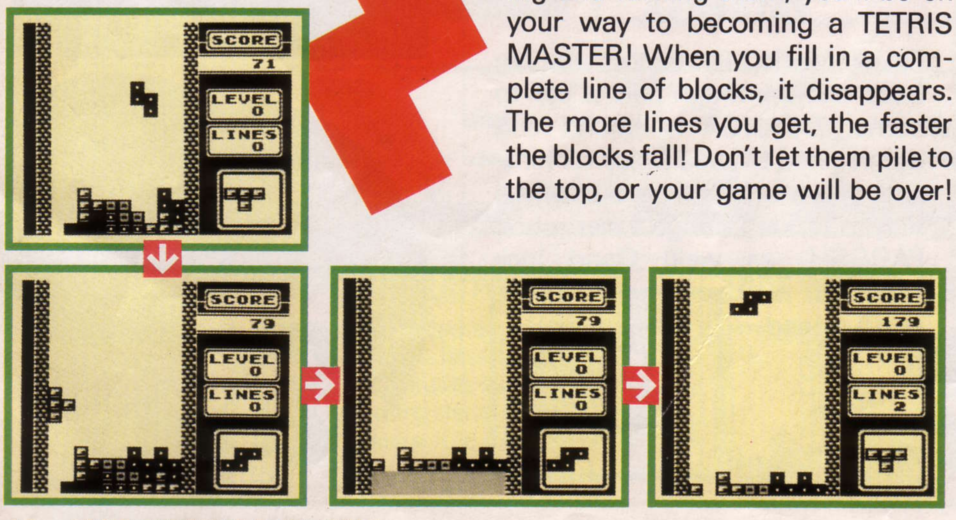
SEVEN DIFFERENT TETRAD PATTERNS



Study the patterns before you start. The long four-block Tetrad is the only one that will help you complete a Tetris. The "T" Tetrad is good for filling in single block gaps and for placing on stair-like patterns.

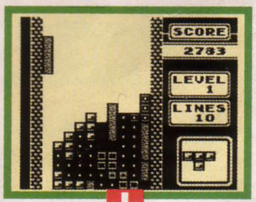
COMBINE "TETRAD" BLOCKS TO DELETE LINES

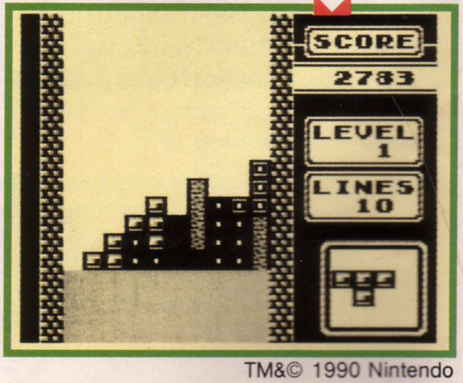
Seven different Tetrad shapes fall from the top of the screen. If you plan your strategy well and quickly move the Tetrads into place by sliding and turning them, you'll be on your way to becoming a TETRIS MASTER! When you fill in a complete line of blocks, it disappears. The more lines you get, the faster the blocks fall! Don't let them pile to the top, or your game will be over!


SCORE
71
LEVEL
0
LINES
0
SCORE
79
LEVEL
0
LINES
0
SCORE
79
LEVEL
0
LINES
0
SCORE
179
LEVEL
0
LINES
2

SCORE MORE... SHOOT FOR A TETRIS!!!

The more lines you complete, the more points you make. Score the BIG ONE by completing four lines at once. Drop in the four-block bar, and presto! It's TETRIS TIME!


SCORE
2783
LEVEL
1
LINES
10


SCORE
2783
LEVEL
1
LINES
10

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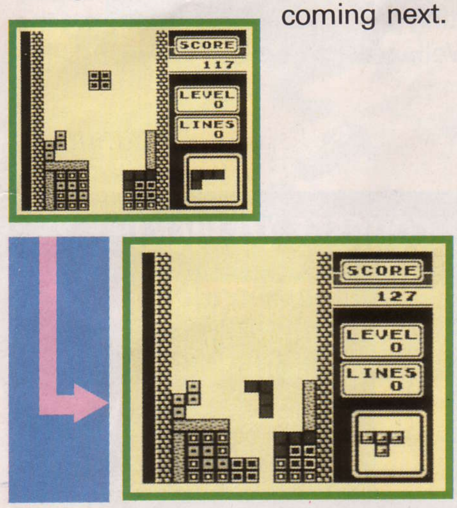
TIPS FOR THE EXPERT: BUILDING THE UNBEATABLE SCORE

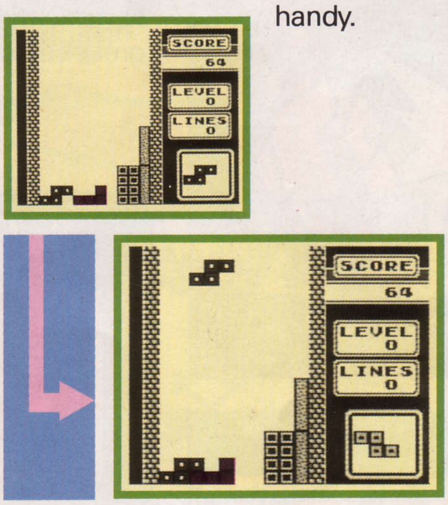
KEEP TRACK OF WHAT'S NEXT

One of the keys to Tetris is to remember that, while the Tetrads appear one at a time, there are always more Tetrads to follow. Before deciding where to place the Tetrad that is falling, look at the lower right-hand box to see what's coming next.


SCORE
117
LEVEL
0
LINES
0
SCORE
127
LEVEL
0
LINES
0

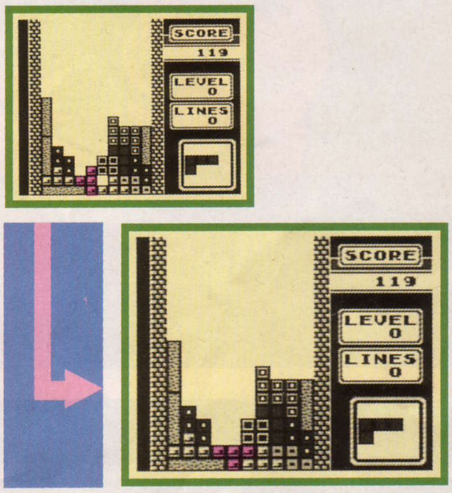
SLIDE THE TETRAD BEFORE IT SETTLES

You've got to work fast to slide each Tetrad into place while it's still falling. If you're keeping your eyes open for a good fit, most of the time you'll be able to slip right in without leaving a gap. But not always . . . that's where the next step comes in handy.

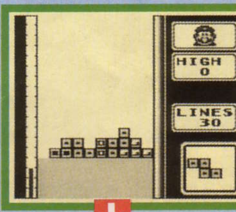

SCORE
64
LEVEL
0
LINES
0
SCORE
64
LEVEL
0
LINES
0

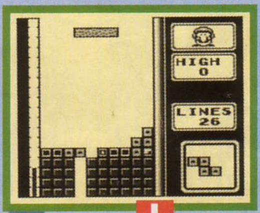
TWIST, TURN AND MAKE THEM FIT

Not only can you slide pieces into place, but you can also twist them into tight areas. You'll have to know what space a piece will occupy when it is turned and make sure that there are no blocks in that space. Then, twist it quickly!

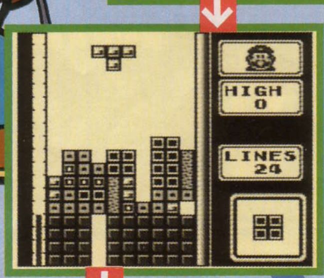

SCORE
119
LEVEL
0
LINES
0
SCORE
119
LEVEL
0
LINES
0

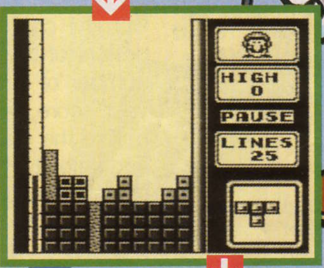
TWO CAN PLAY WITH VIDEO LINK


HIGH
0
LINES
30


HIGH
0
LINES
26

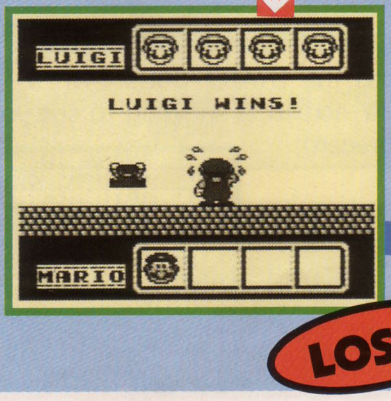
Now you can challenge your friend on Tetris by Video-linking two Game Boys. For every two lines you complete, one line is added to your opponent's screen!

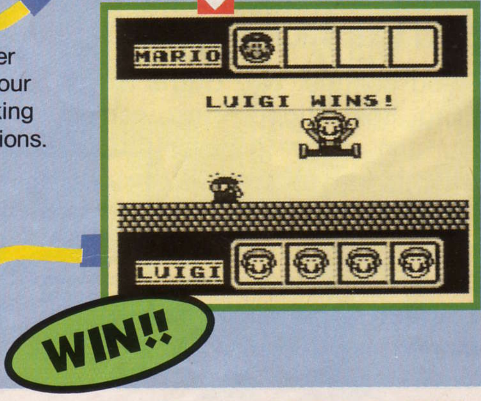

HIGH
0
LINES
24

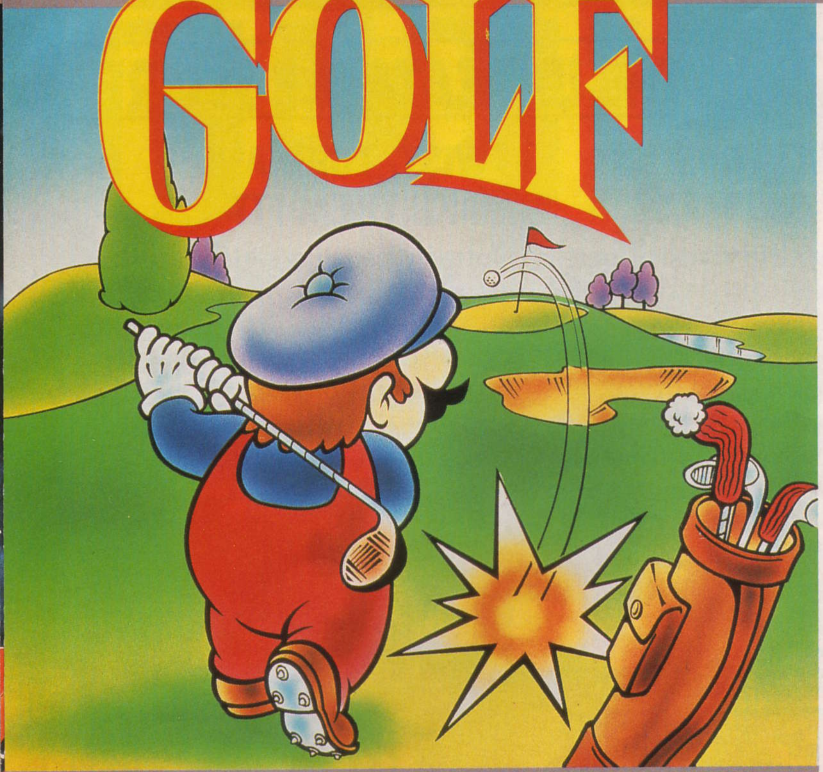

HIGH
0
PAUSE
LINES
25

Of course, your opponent can do the same thing to you! But don't worry, you can get your revenge by burying him with a Tetris and adding four lines to his screen . . . and try not to laugh when he screams!!

To win at Video Link Tetris you must either complete thirty lines of blocks, or force your opponent to the top of his screen by making plenty of two, three and four line completions.


LUIGI
LUIGI WINS!
MARIO
LOSE!


MARIO
LUIGI WINS!
LUIGI
WIN!!

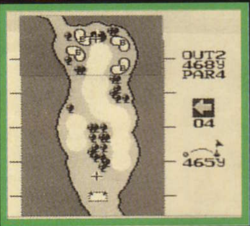


THE GREATEST VIDEO GOLF GAME EVER

Now you can play Golf with Game Boy! Challenge two exciting 18-hole courses and experience video Golf in a way you've never seen it before! Choose your club, check the wind conditions and you're ready to tee off!

Avoid sand and water traps, choose your club carefully, avoid those nasty trees, and you'll be shooting like a pro in no time. But as they say on the tour, "Drive for show, putt for Dough." Without a steady hand on the putting green, you'll never really get the great scores. Well, see you on the fairway.

TWO COURSES TO PICK!

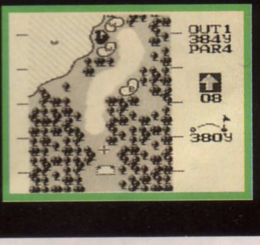


JAPAN COURSE

Compared to the USA Course, the JAPAN Course is simpler and easier. Practice on it to build up your skills before you challenge the USA Course.

USA COURSE

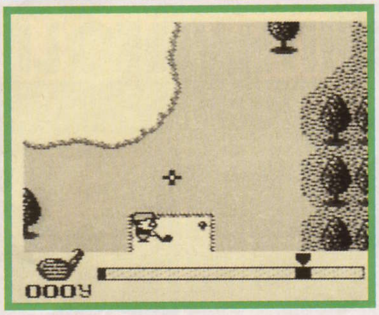
The USA Course is tougher and has a lot of trees. If you go out of bounds, you will be given a one-shot penalty, so aim true.



THREE SCREENS GIVE YOU THE REAL FEELING OF GOLF

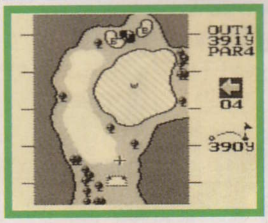
This game has three types of screens: a PLAY screen, a HOLE screen, and a GREEN screen. Push the A Button to display the shot direction indicator. Now you can control your shot by choosing the strength you want to hit it, and the direction you'd like to go . . . to the left for a slice or to the right for a hook. By pushing the B Button, you'll see the entire map of the hole and green.

PLAY SCREEN

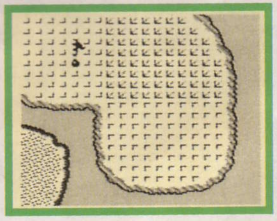


Decide the direction of your shot with the control pad key. The bottom of the screen shows the number of strokes on this hole, your score, the distance from the ball to the cup, the wind direction and velocity, ball status, and the club you've chosen. Picking the right club is critical!

HOLE SCREEN

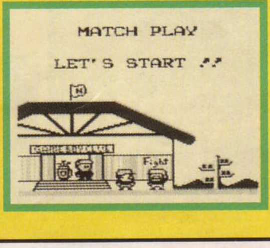


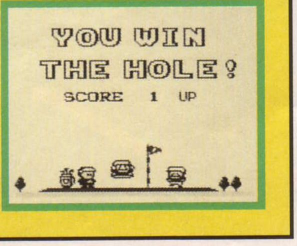
GREEN SCREEN



MATCH PLAY

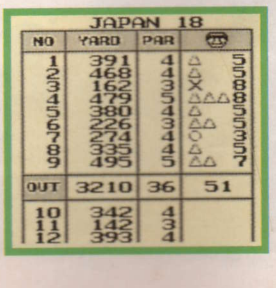
If you connect two Game Boys using the Video Link cable, you can enjoy 2-player Match Play. In order to do this, you'll need the following: 2 Game Boys, 2 Golf game paks, and 1 Video Link cable. A winner is decided for each hole, so start practicing now for the big match!





SCORE CARD

Press the START Button while the PLAY screen is showing to see your scorecard.



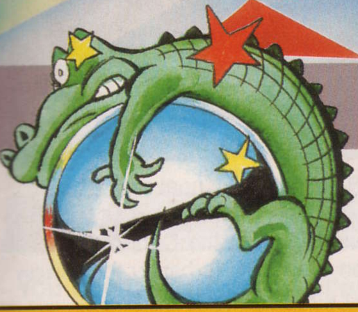
JAPAN 18

NO	YARD	PAR	
1	391	4	△ 5
2	468	4	△ 5
3	162	3	X 8
4	479	5	△△△ 8
5	380	4	△ 5
6	226	3	△△ 5
7	274	4	○ 3
8	335	4	△ 5
9	495	5	△△ 7
OUT	3210	36	51
10	342	4	
11	142	3	
12	393	4	

PINBALL
Revenge of the 'Gator TM
531
40075

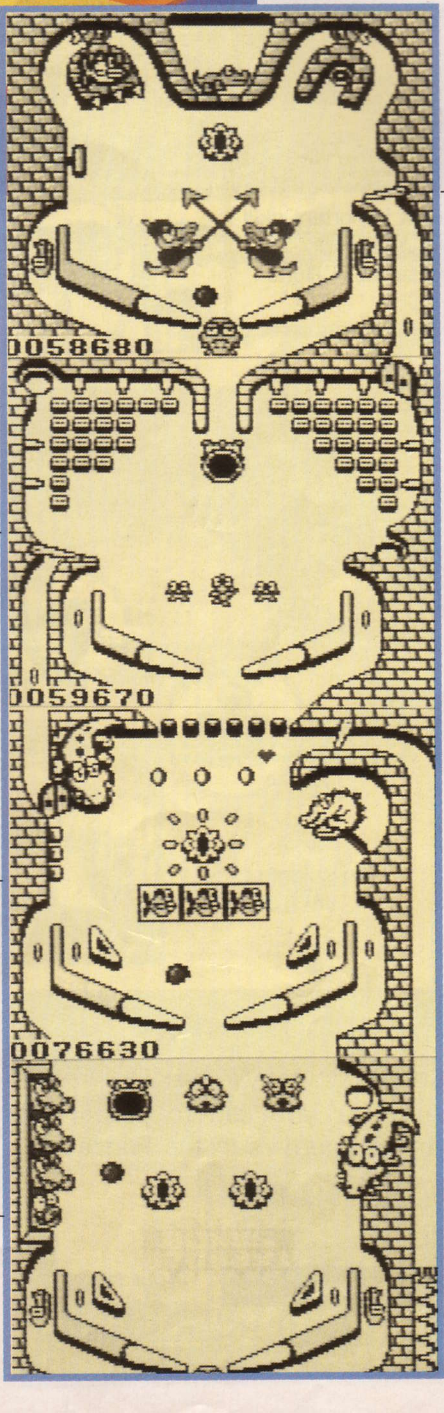
DEAD-HEAT WITH 66 ALLIGATORS!!

Check out this fantastic version of video pinball for Game Boy. Lots of bells and buzzers sound off in stereo, while the silver ball weaves in and out of the range of jaw-snapping, metal munching alligators. With lots of bonus stages, fast-action, and crazy surprises, this is by far the best video pinball game ever! Pinball Wizard or Gator bait, it's all up to you!



HERE IS A LOOK AT THE SCREENS

The Main Screen consists of 4 smaller screens, A, B, C and D. When you shoot the ball into action, it comes out the upper corner of the C Screen and goes into the D Screen through the center flippers. You must go through the door in order to get to the A and B Screens.



A SCREEN

This is the most difficult screen to get to. You can either earn extra balls here or warp to Bonus 3.

B SCREEN

You can get here from the C Screen. From here you can go to the A Screen or to the Bonus Stage.

C SCREEN

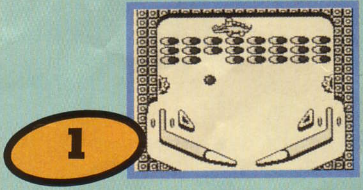
This is the where the action begins. You can play the slot machine here or go to the B Screen.

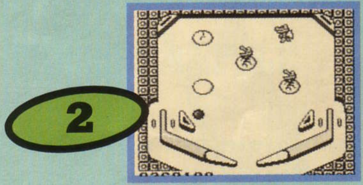
D SCREEN

Stuff the ball into the center Gator's mouth and go to Bonus 1 or C screen. Don't fall, or you're Gator food.

BONUS STAGE

You can play in three different bonus stages. Earn lots of extra points by hitting Gators with the ball. When they stick their heads up to see out from their Gator holes, that's the time to let 'em have it! Just look out for hungry 'Gators.


1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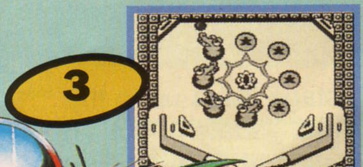

3

TM&© 1990 HAL

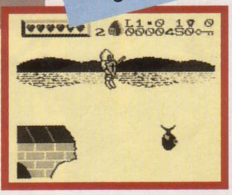
WIZARDS & WARRIORS X
Fortress Of Fear TM

ONLY YOU CAN RESCUE THE CROWN PRINCESS

You are Kuros, one of the bravest warriors, and the only one to successfully challenge the dark powers of the evil Wizard Malkil! Your task is to enter the Fortress of Fear and rescue the fair Princess Elaine. The Princess is held captive by Malkil, who keeps her under his spell with his overpowering magic. Kuros must go through five stages before he reaches the final battle with Malkil.

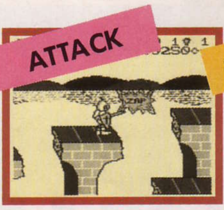
YOU ARE KUROS, THE BRAVE

JUMP



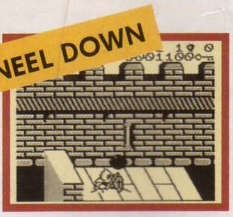
Kuros' most important skill is to jump accurately. To do so, press the A Button.

ATTACK



Press the B Button to extend your sword. To stab, press Up on the Control Pad and B.

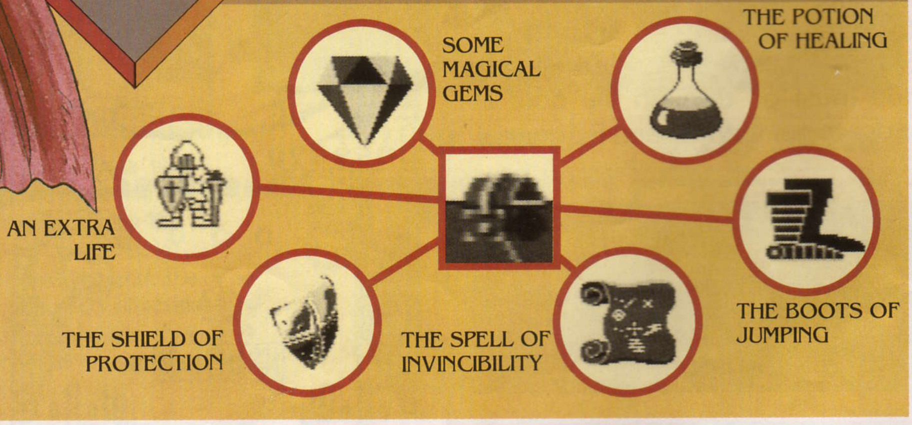
KNEEL DOWN



Kneel down by pressing Down on the Control Pad. This is handy for narrow escapes!

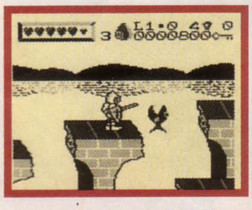
MAGICAL POWERS

Remember to collect keys and open treasure chests. The items you find will help you reach Malkil for the big fight!


SOME MAGICAL GEMS
THE POTION OF HEALING
AN EXTRA LIFE
THE BOOTS OF JUMPING
THE SHIELD OF PROTECTION
THE SPELL OF INVINCIBILITY

STAGE 1

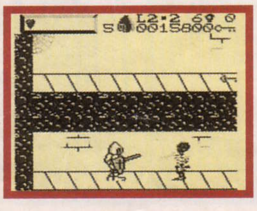
This stage leads up to the Fortress. Watch out for Bats, Snakes, and Soldiers.



Keep a solid footing so you won't fall in battle!

STAGE 2

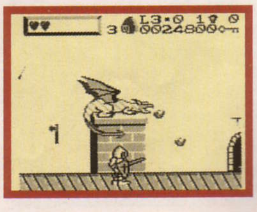
Collect as many Power-Up items as you can to prepare for strong enemies in the Fortress!



Your sword is useless against the Skeletons here!

STAGE 3

It's very difficult to keep from falling here. Look out for axes thrown at you!



It won't be easy to avoid the Dragon's fireballs!

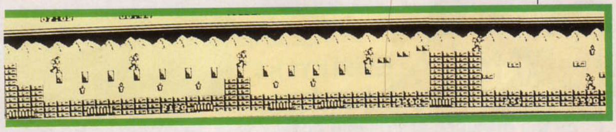
TM&© 1990 Acclaim

MASTER MONSTERS WITH THE WHIP!!

The Count has once more been resurrected, and is preparing to bring Evil and Great Fear to the earth. As the brave hero of this adventure, you must find him in his castle and destroy him before he becomes too powerful. The misty forest and surrounding castle grounds are overrun with menacing monsters. It's up to you to venture through the land with whip in hand and rid the world of enemies. Gather the items you'll need by breaking candles in each of the four exciting stages.

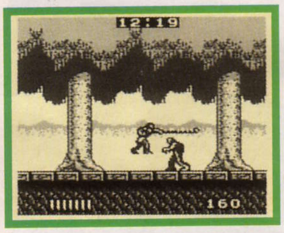
The Castlevania Adventure ™

TO THE BOSS

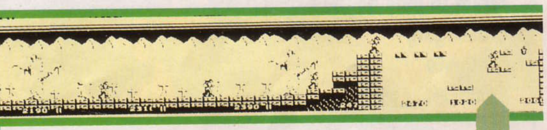


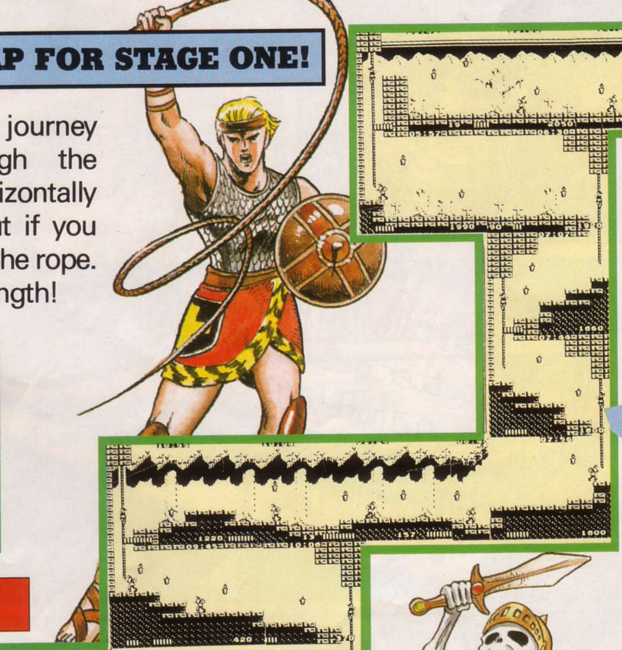
HERE'S THE MAP FOR STAGE ONE!

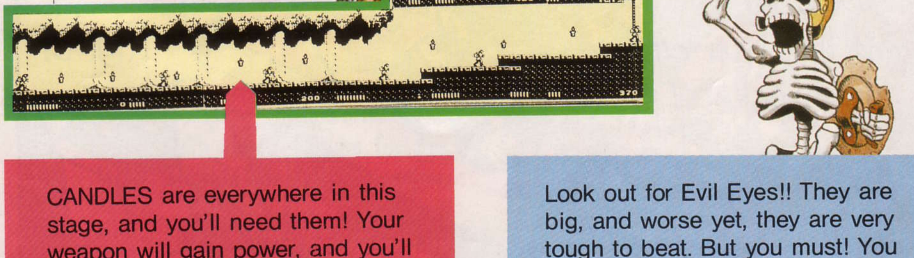
You begin your brave journey by sneaking through the graveyard. Move horizontally most of the time, but if you need to climb up use the rope. Collect items for strength!



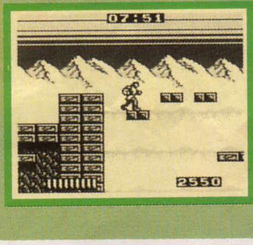
START





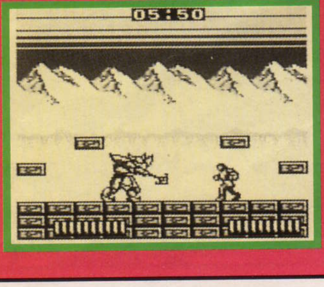


The platforms drop as soon as you step on them. Leap from one to the other by using your good sense of timing. But watch out! One mistake is one too many!

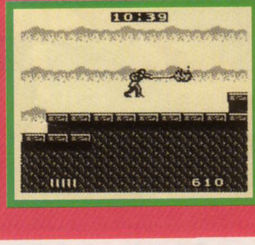


THE BIG BATTLE

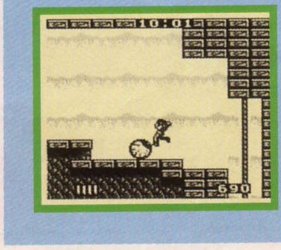
It's time to face THE BIG BOSS! Your weapons should be ready and your power strong from the items you collected. Look out for his tricky moves!!!



CANDLES are everywhere in this stage, and you'll need them! Your weapon will gain power, and you'll gain extra lives if you whip enough of them.

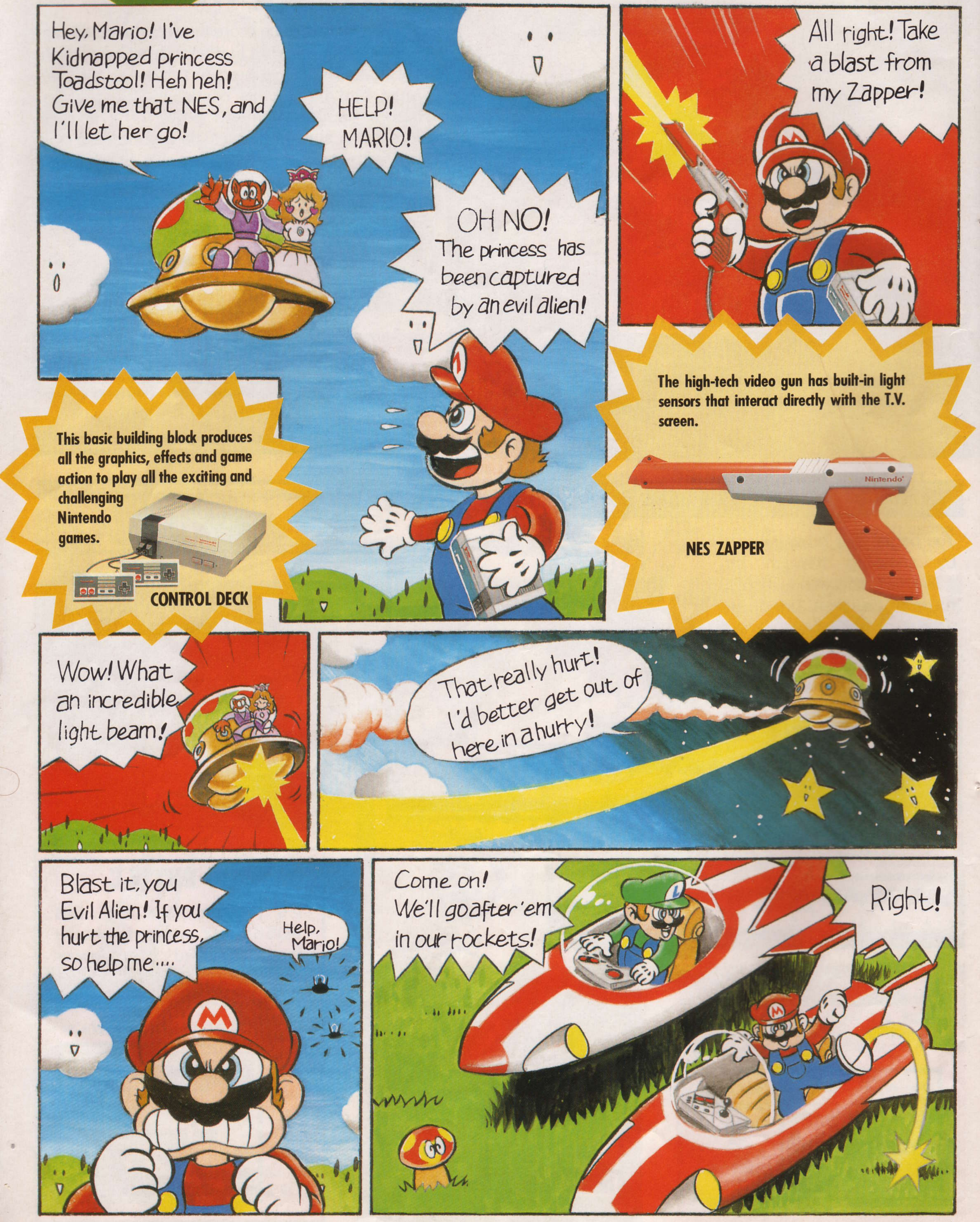


Look out for Evil Eyes!! They are big, and worse yet, they are very tough to beat. But you must! You are the only one who can destroy the Evil Count!



TM&© 1990 KONAMI

NES★ Hardware and Accessories


Hey, Mario! I've Kidnapped princess Toadstool! Heh heh! Give me that NES, and I'll let her go!
HELP! MARIO!
OH NO! The princess has been captured by an evil alien!
All right! Take a blast from my Zapper!
Nintendo
Wow! What an incredible light beam!
That really hurt! I'd better get out of here in a hurry!
Blast it, you Evil Alien! If you hurt the princess, so help me....
Help, Mario!
Come on! We'll go after 'em in our rockets!
Right!

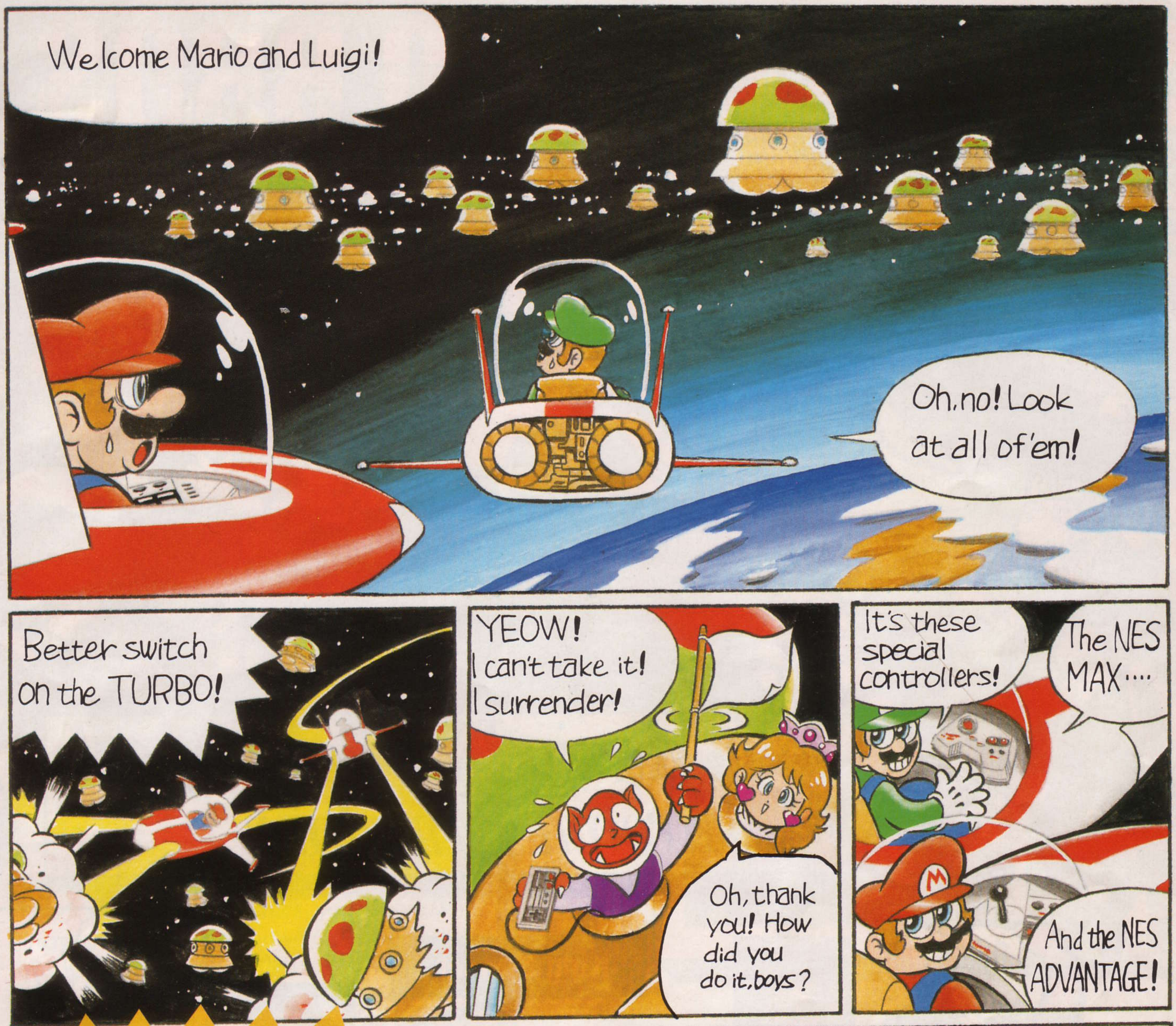
This basic building block produces all the graphics, effects and game action to play all the exciting and challenging Nintendo games.

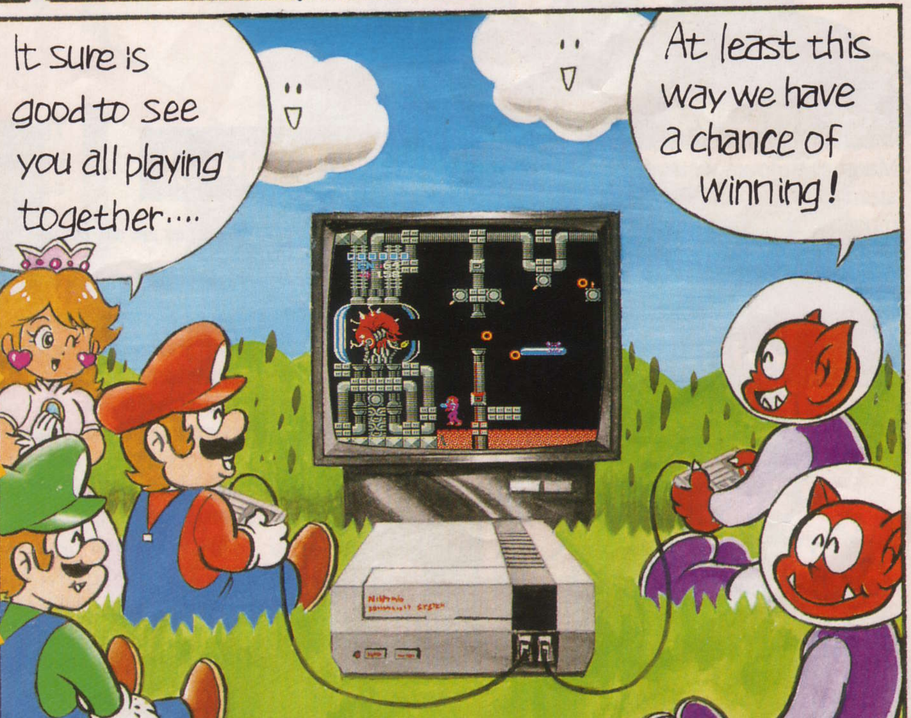
CONTROL DECK

The high-tech video gun has built-in light sensors that interact directly with the T.V. screen.

NES ZAPPER

★ "NES: Nintendo Entertainment System®"


Welcome Mario and Luigi!
Oh, no! Look at all of 'em!
Better switch on the TURBO!
YEOW! I can't take it! I surrender!
Oh, thank you! How did you do it, boys?
It's these special controllers!
The NES MAX....
And the NES ADVANTAGE!


It sure is good to see you all playing together....
At least this way we have a chance of winning!

The Max features cycloid control with 360° motion and twin turbo buttons for rapid fire.

NES MAX

The Advantage, a full-sized arcade style joystick with a weighted base, features Turbo, for rapid fire, and slow motion.

NES ADVANTAGE

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SUPER MARIO BROS.®

Join Mario In The Magical Mushroom Kingdom

Mario

Mario, that courageous pint-sized plumber from Brooklyn, must find his way through the Mushroom Kingdom, and save Princess Toadstool!

Luigi

Mario's clever brother and a second hero ready to take on Bowser in the two-player game.

Princess Toadstool

Presently in the clutches of the evil Bowser, only she can restore freedom to the Kingdom.

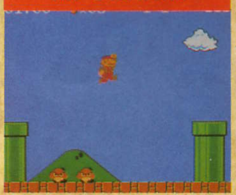
King Bowser

The evil King who invaded the Mushroom kingdom and captured Princess Toadstool.

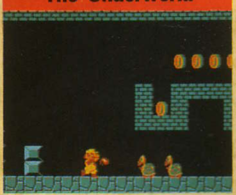
The Wild And Wacky World Of The Mushroom Kingdom!!

Join Mario in his quest to rid the once-peaceful Mushroom Kingdom from some surly, unwanted guests: The evil Koopa tribe! Bowser, King of the Koopas, has even gone so far as to kidnap Princess Toadstool, and now it's up to our hero Mario to rescue her. Of course, it won't be easy. One step in the wrong direction and that's all for our persistent plumber! Here's a look at the different terrain Mario will see.

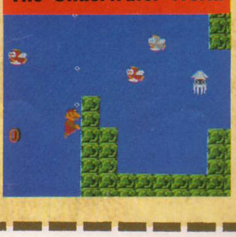
The Overworld



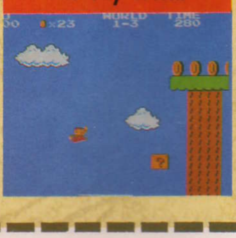
The Underworld



The Underwater World



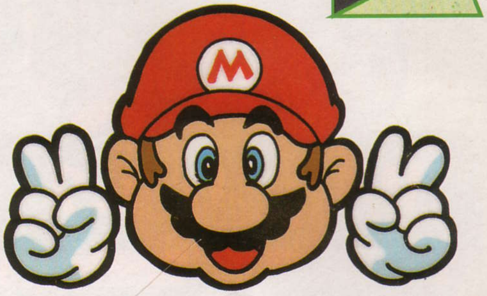
The Sky World



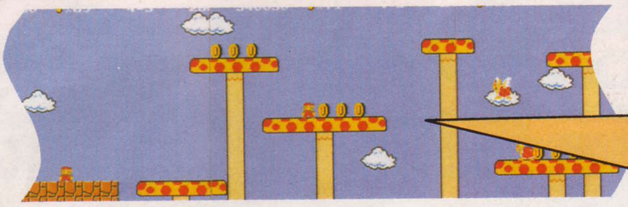
TM&© 1990 Nintendo

Let's Start The Adventure To Rescue The Princess!

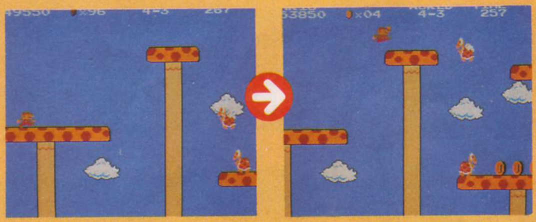
There are many exciting adventures waiting for you. Before you start, we'll teach you some special techniques to help you fight your way through the challenging worlds of the Mushroom Kingdom.



Super Jump

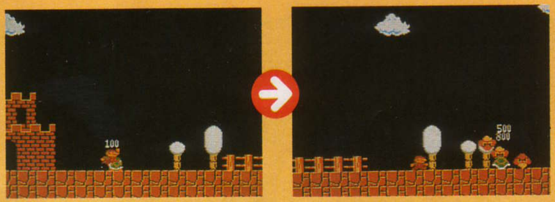


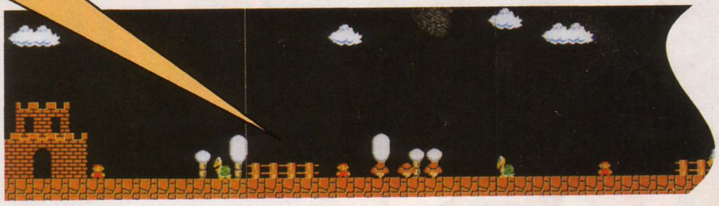
For a long, high jump, push the B Button and speed up before you jump. Use this technique to leap over tall walls or wide chasms. Be sure to give yourself plenty of room to build up speed, or you might find yourself looking for fish at the bottom of the moat.



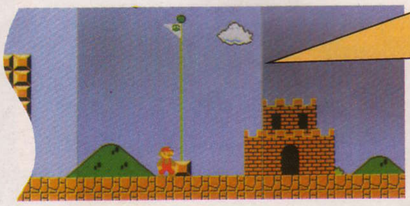
Kick And Run

When you stomp on a turtle and kick it to knock down other enemies, your score will increase with each enemy you bowl over. If you defeat enough of them, you'll earn an extra life. But be very careful when you use this trick! The stomped turtle could bounce back and get you!

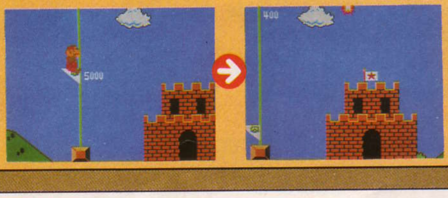




Set Off Fireworks



You can set off fireworks by jumping on the pole at the end of each level. If you hit the pole when the last number of the time indicator shows 1, 3, or 6, you'll earn extra points!



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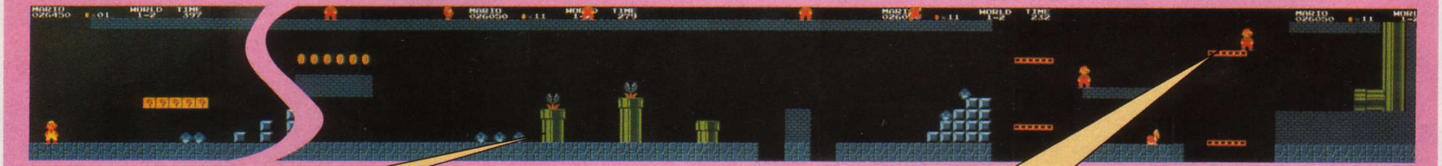
SECRET TIPS AND TACTICS

Now I'm going to show you the real secrets to winning at Super Mario Bros! Use these tips and tricks, and you'll be bashing that bully Bowser and rescuing the Princess Toadstool in no time!

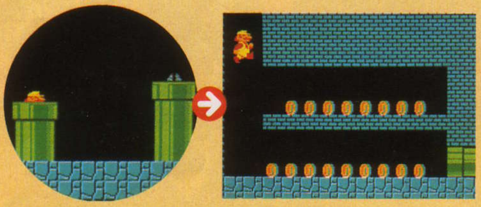
WORLD 1-2

IT'S A MYSTERIOUS UNDERWORLD



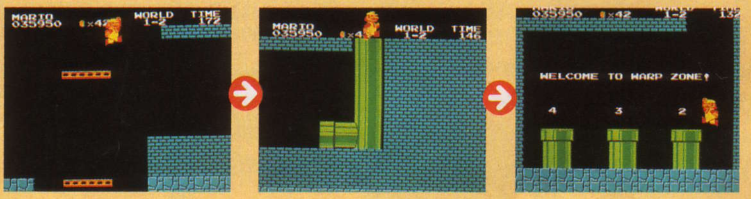
THIS PIPE LEADS YOU TO A BONUS STAGE

During your adventure, you see a lot of pipes. Going inside them can be a little scary, but most of the time there are coins down there. And besides, what kind of a plumber would I be if I were afraid of pipes?



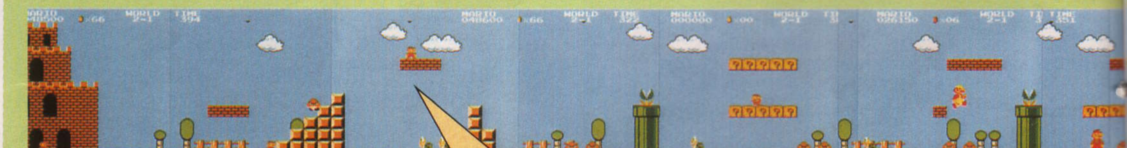
TO A WARP ZONE

Wait a minute! Try to jump above the ceiling instead of going into the pipe. This way, you'll find the Warp Zones to Worlds 2, 3 and 4. To save Princess Toadstool as quickly as possible, use these Warp Zones. This way you won't have to fight King Bowser the Great so often. If you use the Warp Zones, you can by-pass some of the Worlds which are difficult to clear. However, each World gets more difficult. If you can make good use of the Warp Zones, you'll be well on your way to rescuing the Princess.



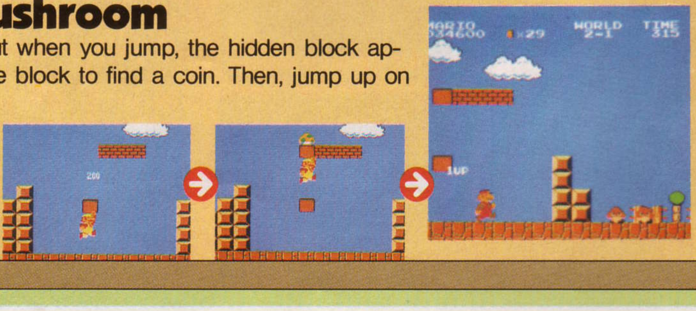
WORLD 2-1

It's a Nice Warm Sunny Day!!



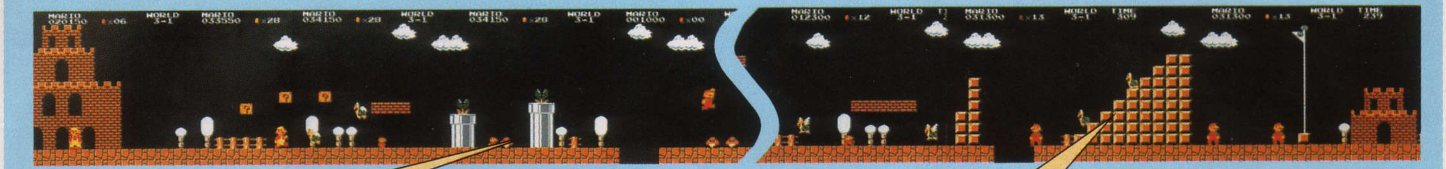
A Hidden Mushroom

You don't see anything, but when you jump, the hidden block appears. Jump up and hit the block to find a coin. Then, jump up on top of the block to hit the block above it. This makes a 1-Up Mushroom magically appear. Collect it and gain an extra life!



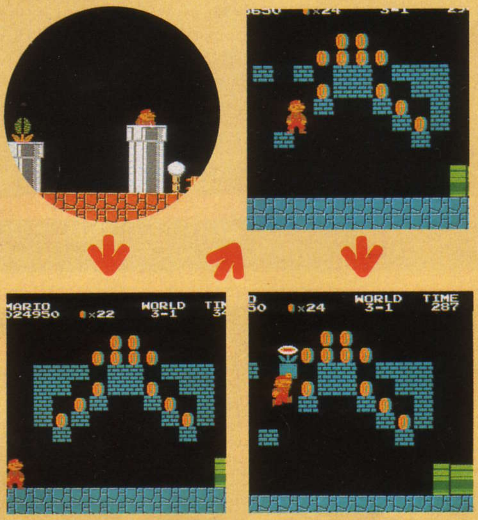
WORLD 3-1

Nighttime In The Mushroom Kingdom!



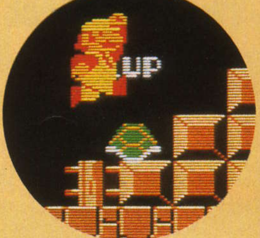
A VERY IMPORTANT BONUS STAGE

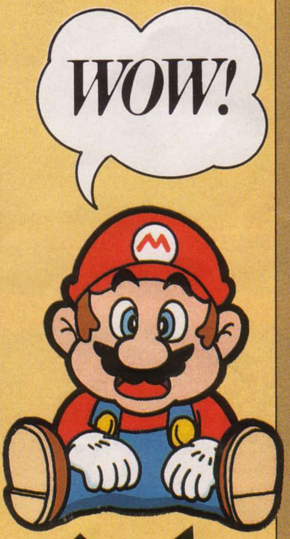
There's a power-up Mushroom or Fire Flower hidden somewhere in this room. Be careful to leave the right blocks intact. If you break them all, you won't be able to climb up high enough to get to it!

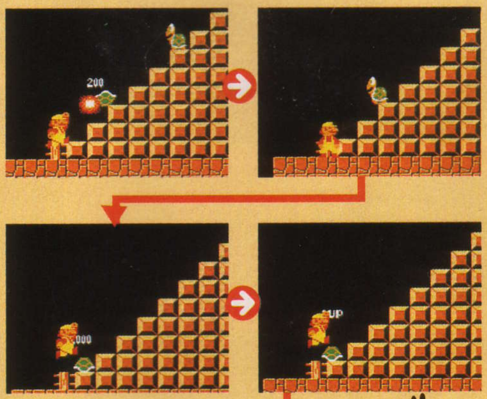


ENDLESS 1-UPS

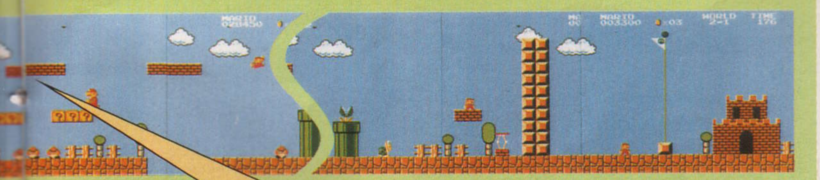
There is a way of earning many extra lives just before you reach this level's goal. You'll meet 2 Koopa Troopa turtles coming down the stairway one after the other. Stomp on the first one and kick it away. When the second one comes down to the second to last step, stomp on him too. Here's the important part: Instead of letting him pass, keep jumping on the left side of his shell and kicking him into the stairs. Each time you make the squashed Troopa bounce, you will earn an extra life. It's difficult, but keep practicing!!





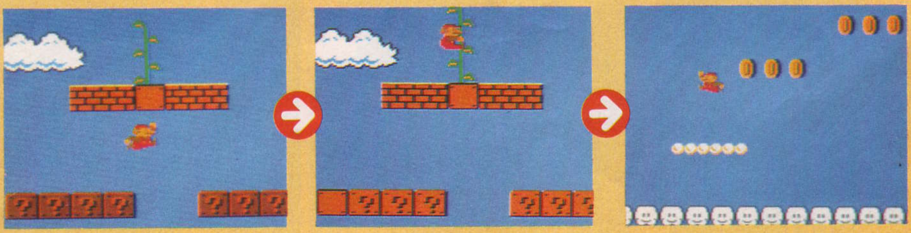


Check This Out!!



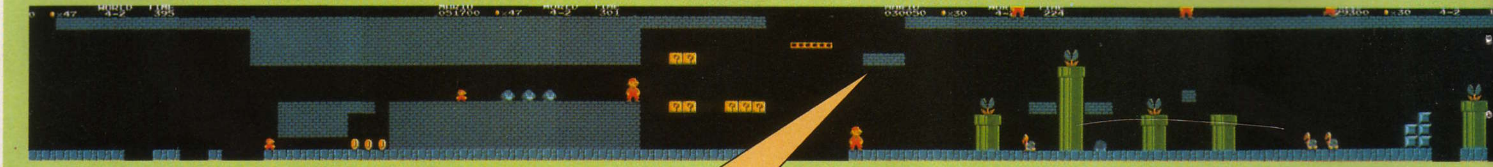
Climb The Beanstalk

Use the Mystery Block to punch the blocks above you. When you jump to hit the centre block, a beanstalk will grow. Climb it and enter the Sky Bonus level. Try to collect every coin here. Remember, when you collect enough coins, you earn a 1-UP!



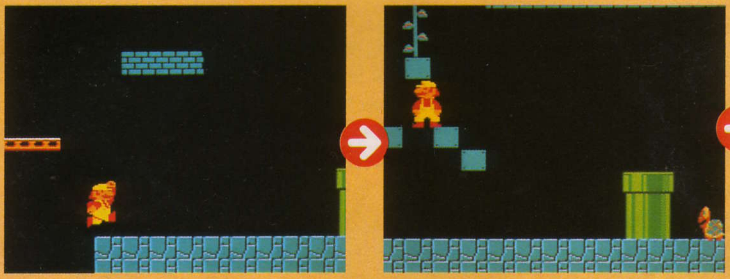
WORLD 4-2

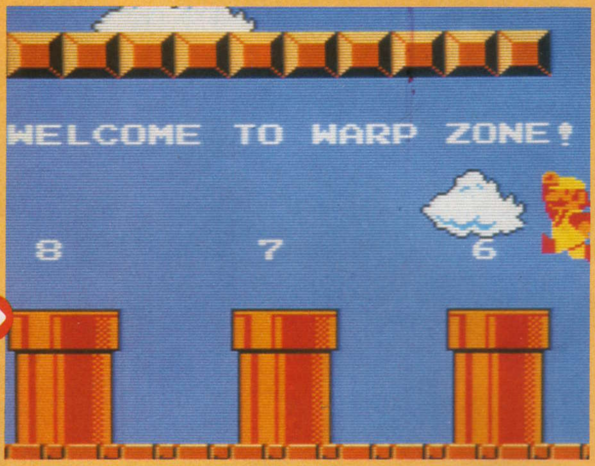
Two Warp Zones!!



The Biggest Warp Zone Ever!!

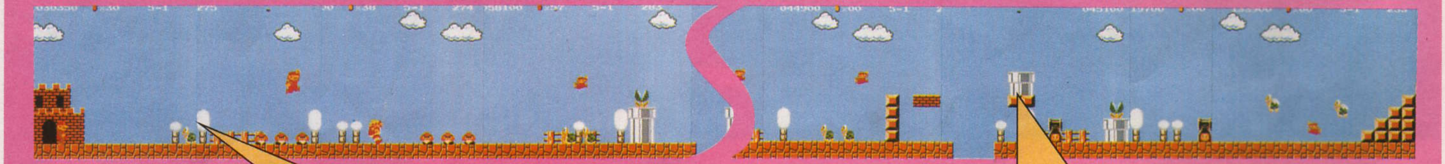
The area under this block set is full of hidden characters, including a secret beanstalk. First you must reveal a hidden block by jumping up to punch it. Then jump up on top of it to find another hidden block with the magic beanstalk. Climb the beanstalk and enter the Warp Zone to go to Worlds 6, 7 or 8.





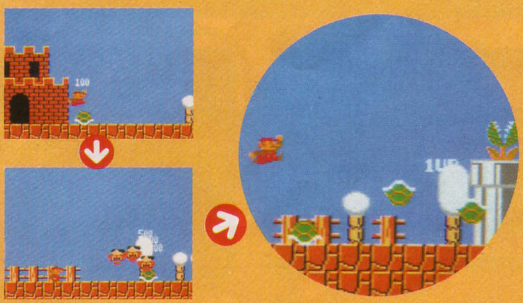
WORLD 5-1

WATCH OUT FOR BULLET BILL!!



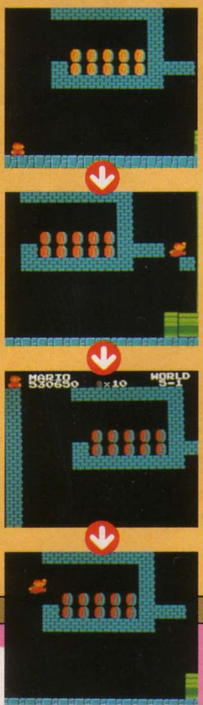
GO FOR AN EXTRA LIFE!!

These flatlands are great for the "KICK AND RUN" attack. You can get an extra life by beating a lot of enemies by running after stomped Troopa turtles. But be careful not to get in the Troopa's way once it's been stomped and kicked! He'll bounce off a wall and come right back at you! This can be one of the trickiest enemy attacks to avoid, because Troopas move very fast once they've been stomped on! Fair warning!

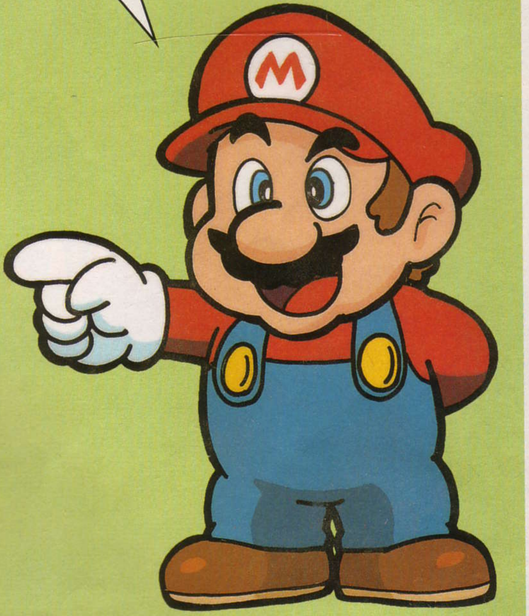


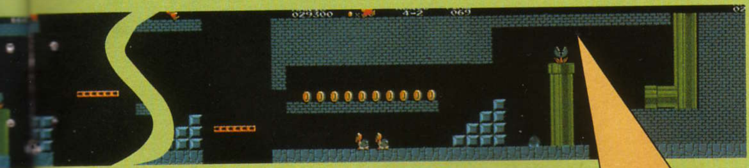
Whoops! How Can I Find The Coins?

You'll reach the bonus stage through this pipe. You're wondering how to get to the coins, aren't you? I knew it! Just follow the diagram to the underground room and collect all the coins. But avoid punching the wrong block. If you do, you won't be able to reach every coin. Also, don't forget the block just above the exit pipe. It may not look like much now, but punch it and it will give you many coins! These are the secrets that make a good player great!



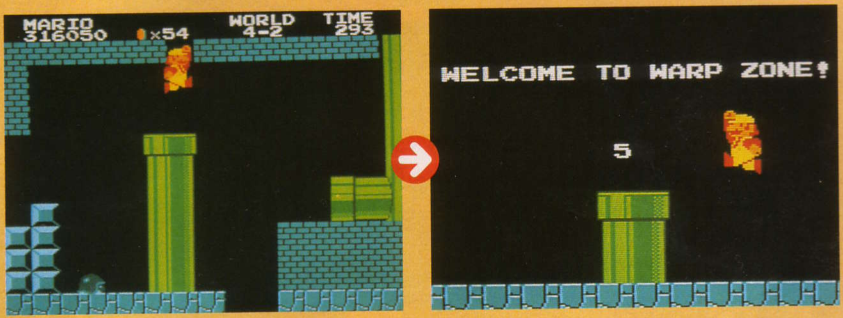
A Warp To World 8!!





Another Warp Zone

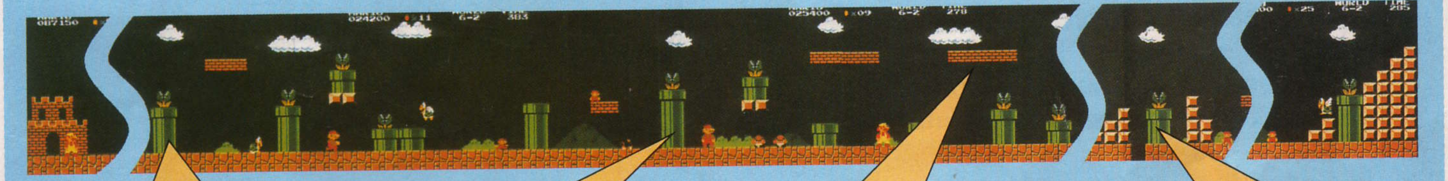
If you missed the first Warp Zone, don't worry! There is another one here that will take you to World 5. Be careful on the lift! It's easy to lose your balance and fall into the pit! Remember to give Mario some time to stop when he's running, or you might find yourself running off the edge!



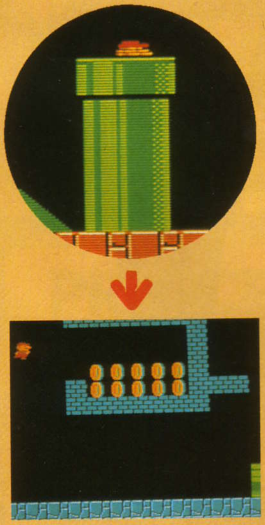
WELCOME TO WARP ZONE!

WORLD 6-2

LET ME SHOW YOU FOUR NEW BONUS LEVELS!

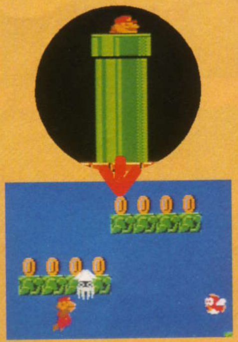


#1

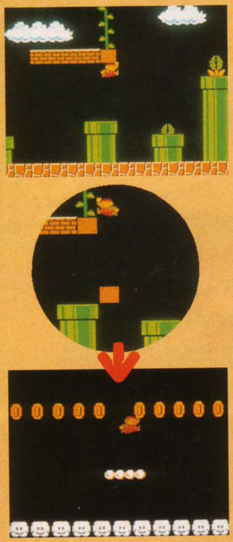


#2

Surprise!! You've found the secret underwater world! Swim around to collect the coins, but don't be greedy! You can be pushed down the drain by the lifts!



#3



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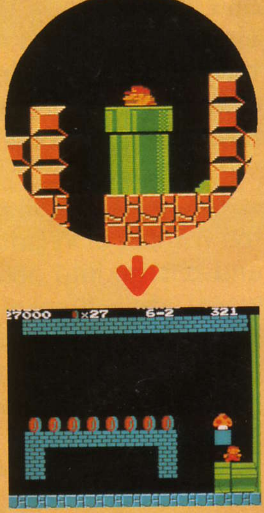
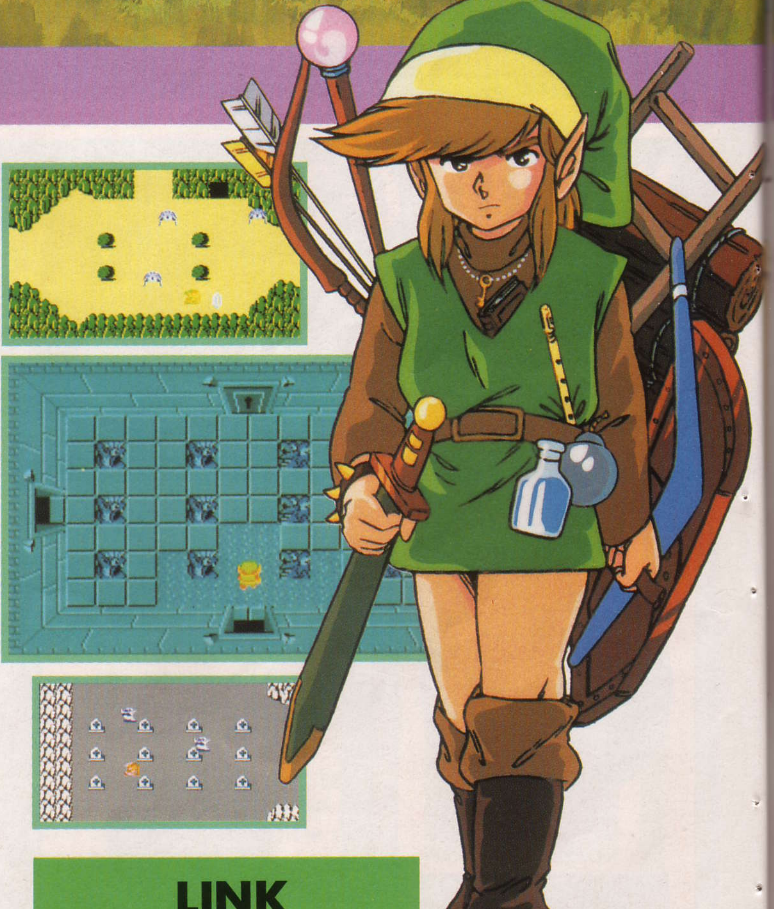


The Legend of ZELDA™

Long ago and far away, the world was still in the age of chaos. In the Land of Hyrule, there was a small country. Its peace was protected by a golden triangle known as "Triforce." One day, the Triforce was stolen by Ganon, the Evil One, who was plotting to rule the world with darkness and terror. Princess Zelda, afraid of the evil ruler, divided the remaining Wisdom of Triforce into eight pieces and hid them in mazes throughout the Underworld of Hyrule. Ganon was angry and captured the Princess as his prisoner.

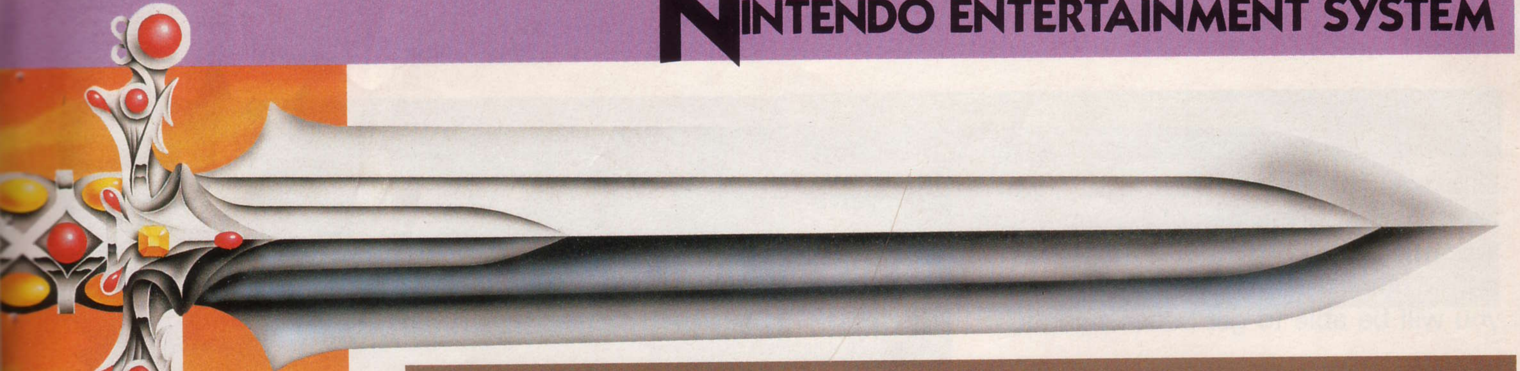
You must find all eight missing pieces of the Triforce of Wisdom. Put aside your fear and charge into action! As you move forward, you will solve many mysteries. And hopefully, you will save the princess! Just remember, you are the only one who can conquer the Evil Ganon!

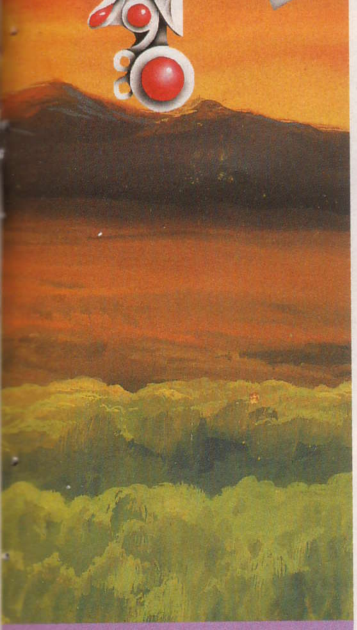


LINK

Link is our hero. He alone must bravely fight the evil Ganon to rescue Princess Zelda. Many enemies stand in his way. But somehow he must invade Death Mountain, find Ganon and end his horrible reign! You play the hero . . . YOU are Link!!!

TM&© 1990 Nintendo

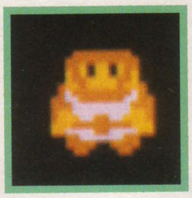


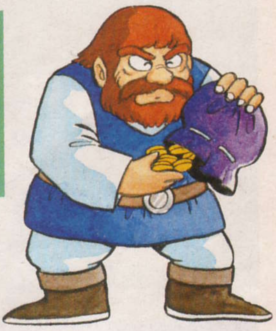


OTHER CHARACTERS

Lucky for you, there are many people willing to help Link in the Land of Hyrule, but they are all hiding because they're afraid of monsters! Some will give you weapons that you will need later in your adventure, some will restore your life back to full or partial strength, and others will provide you with vital information necessary to complete your quest!

MERCHANTS

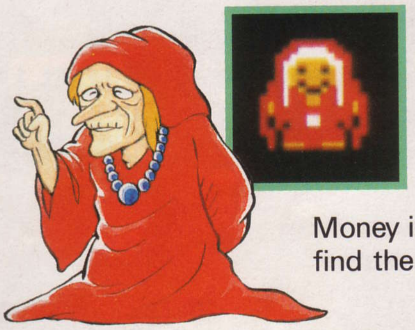




Link can find some items in several locations, but he must buy others that are vital to his success, such as the shield, from merchants. He should take advantage of every opportunity to deal with the merchants. Look for one that sells shields in his cave.

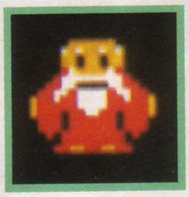
LITTLE OLD MEN

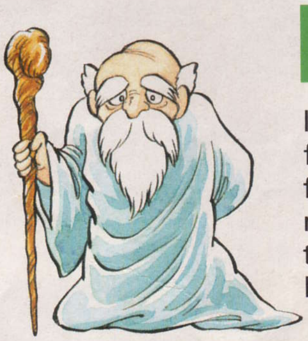
Be grateful for these people who give you information, Water of Life, Heart Containers and weapons. You should be careful, though, because some little old men are stingy.



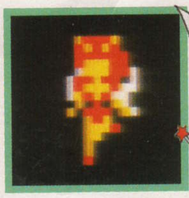
LITTLE OLD LADIES

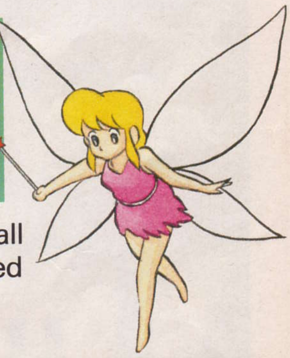
They provide information and sell Water of Life. Money, called "rupees", and other items are necessary to buy Water of Life. Money is also necessary to buy information. You'll find them living in caves.





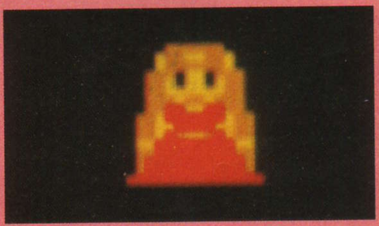
FAIRIES

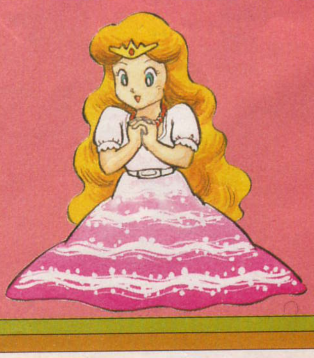




If you beat your enemies and save fairies that they have captured, the fairies can turn white hearts back to red for you. Fairies who live in the fountains can turn all the white hearts back to red hearts with magic. Each red heart you have makes you stronger.

PRINCESS ZELDA

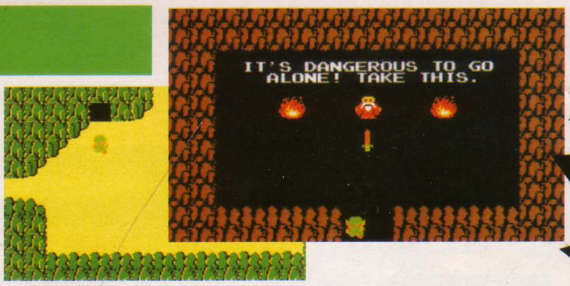




She is held captive in a room in Death Mountain. The Evil Ganon has kept her prisoner there ever since she angered him by hiding the Wisdom of Triforce. Unless you conquer Ganon in battle, you will never save the princess!

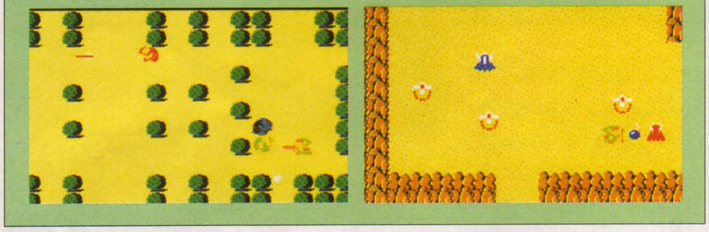
Obtain A Sword!

Link does not possess any weapons when he starts out. At the start of the game, visit the Little Old Man in the very first cave you find to obtain the wooden sword. Later on you will be able to get better swords.


IT'S DANGEROUS TO GO ALONE! TAKE THIS.

How To Play

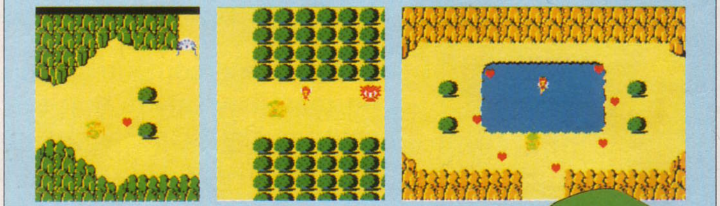
Swing and stab with your sword by using the A Button. When all your hearts are red, you can shoot beams from the tip of the sword at your enemies in the distance. The B Button is used to operate items such as bombs and boomerangs. Use the shield to block an attack when Link is not attacking.



How To Recover From Damage

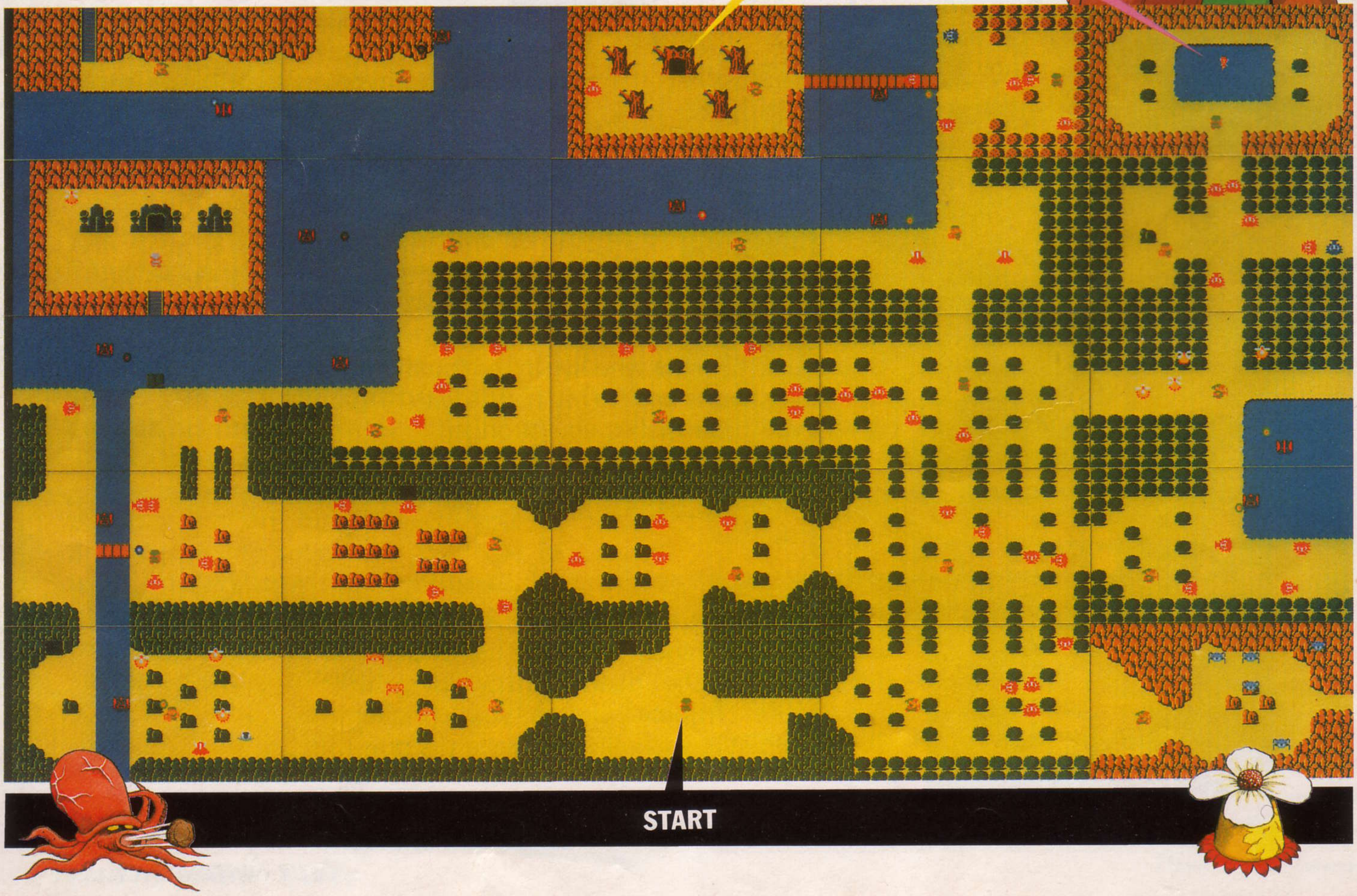
These are the ways to recover from damage inflicted on you:

*Go to the fountains where the Fairies live for red hearts.
*Collect the little heart from an enemy you've defeated.
*Collect the Fairy from the enemy you've defeated.
*Drink the Water of Life.
*Collect the Triforce which turns all the hearts red.



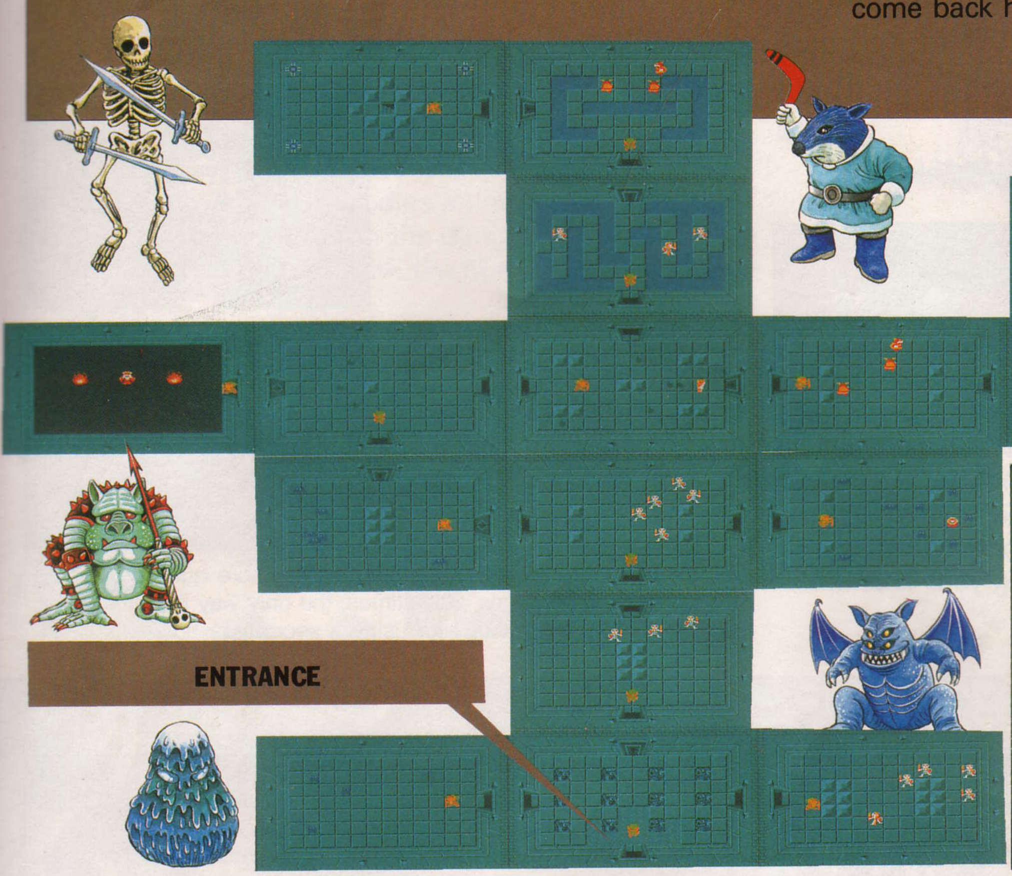
MAP OF HYRULE (Part 1)

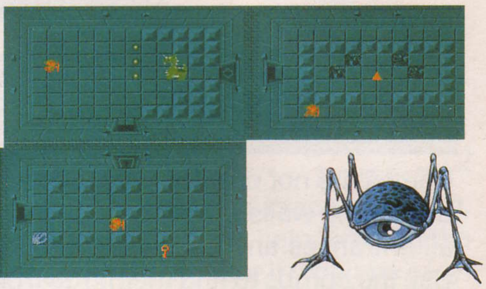
This map of Hyrule shows the area around the starting point. You'll earn many rupees by defeating enemies here. Use the rupees to buy items.



UNDERWORLD LEVEL 1 EAGLE

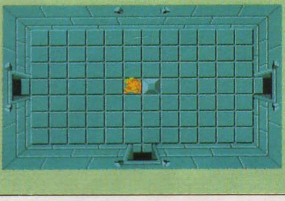
The dungeons are excellent places to collect rupees. If you find yourself low on money, come back here and see if you find more.





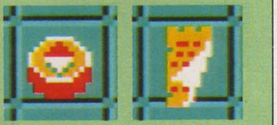
How To Open Secret Doors

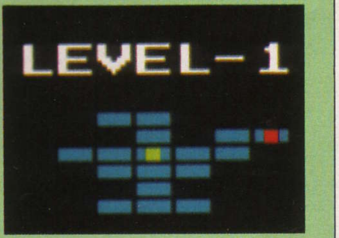
You need to think to figure out how to open the secret door. No key will help you, but you might try pushing the square blocks.



Getting A Map And A Compass

It will be a great help to you if you have a map and a compass when you travel through the Underworld. The map will tell you where you are, and the compass will show you where to find the Triforce. Both of them await you in the mazes, so look for them! It will be well worth the effort!

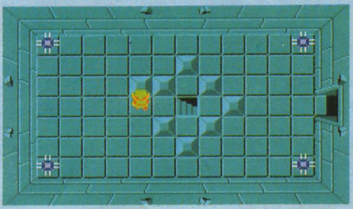


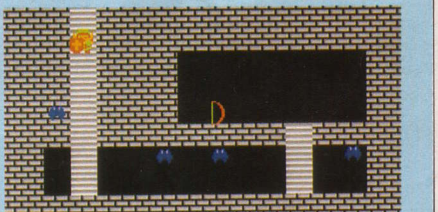


Red flashing points show the place where the pieces of the Triforce are hidden.

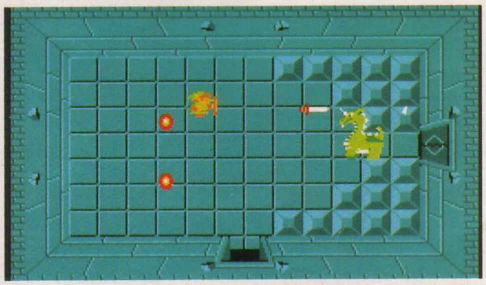
Look For The Item!!

If you follow the stairs to the basement, you'll find a treasure room where you can obtain a bow. The entrance to the treasure room is visible, but the way through is difficult. Try pushing the eight blocks to enter.



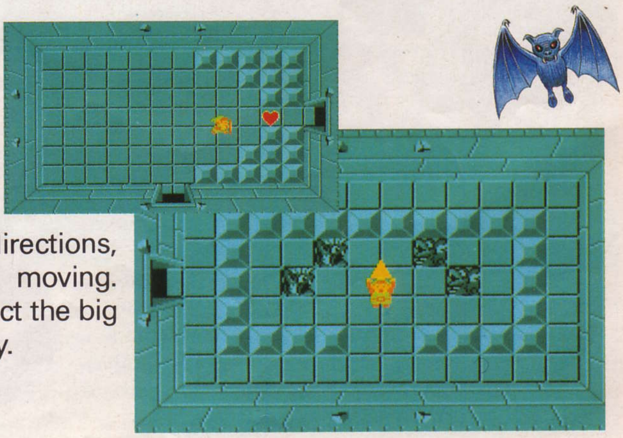


Go For The Triforce!

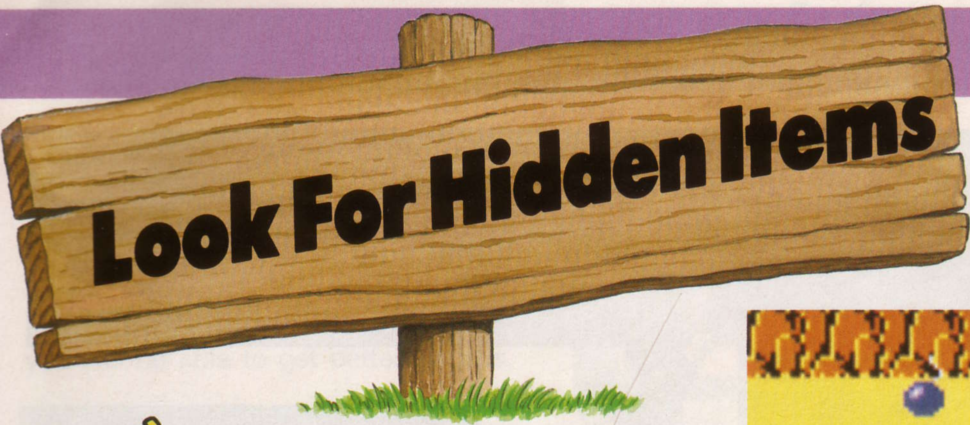


Aim your sword beam at his head as you try to avoid the beams he shoots at you.

In order to obtain the Triforce, you'll have to defeat Aquamentus, a very strong enemy. He shoots beams in three directions, so you'll have to keep moving. When you beat him, collect the big heart for more life energy.

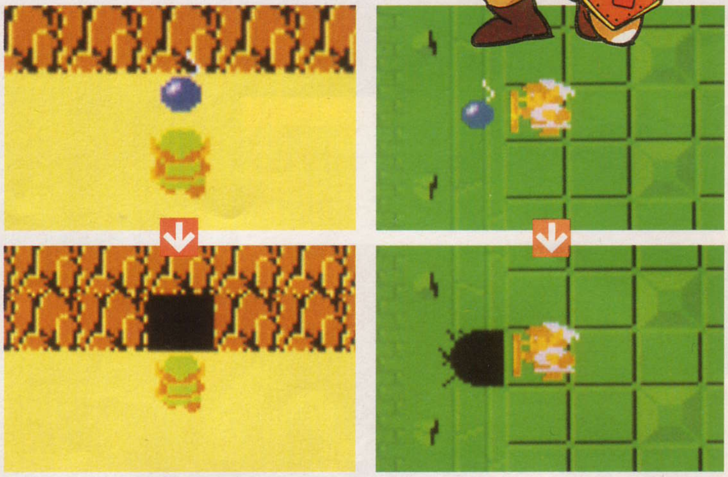


Look For Hidden Items



CLEAR YOUR WAY WITH THE BOMB

Bombs are not only for defeating enemies, but also for destroying walls and rocks to find secret passages. Not all entrances and exits are visible in the Underworld. Use the bombs to find them. You'll probably use up a lot of your bomb stockpile as you search for the hidden routes. But you'll find it well worth the trouble when you can easily sneak through a secret passage to another area. Get more bombs by defeating your enemies.

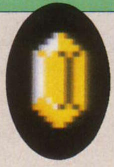


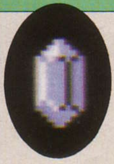
Remember, you can get to your destination more quickly by going through secret passages. Sometimes, the only way of getting to a certain room is by finding and using a secret passage.

ITEMS

RUPEES

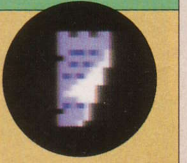
This is the currency of the kingdom. One might appear when you beat an enemy. A blue rupee is five times as valuable as a yellow one. 255 yellow rupees are the maximum that Link can possess. Spend them wisely!





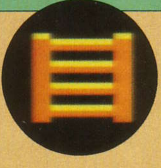
LETTER TO A LITTLE OLD LADY

This is a letter that you show to a little old lady. You can get it from someone somewhere in the Overworld. Sorry, I can't tell you more, except to say that you will use the letter as your identification when you need to purchase certain items.



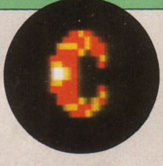
LADDER

This item of treasure lets Link across holes or rivers that are as wide as he is. He then has the great advantage of being able to attack his enemies or escape from bad situations by crossing rivers and holes. It is a very convenient item.



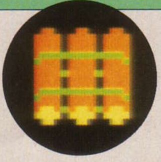
POWER BRACELET

Link can get more power if he finds this bracelet. With it, he can even move rocks, but it is not easy to find. You're going to have to use some of your bombs to uncover a very secret hiding place. Good luck, and use your imagination! You're going to need it!



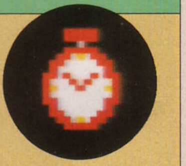
RAFT

In the vast Overworld, oceans and lakes block your way. You'll need the raft to cross over them, but you can launch it only from a dock. There are many places you will want to go from the docks, but without the raft you can't get to those places.



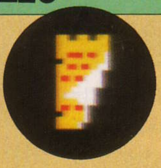
MAGICAL CLOCKS

A magical clock sometimes appears when you beat your enemies. When it does and you pick it up, your enemies on the screen can't move, so you have plenty of time to attack them! Remember, though, that the clock works only for that particular screen.



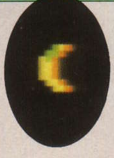
MAPS OF THE UNDERWORLD MAZES

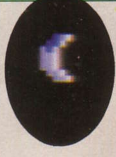
These maps keep you from having to worry about getting lost in the complicated mazes of the Underworld. The map of each maze can be found somewhere inside the maze, so try to find it as soon as possible. It is guaranteed to save you a lot of time and trouble!



WOODEN BOOMERANG AND THE MAGICAL BOOMERANG

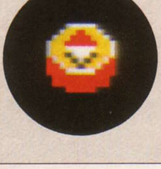
These are very effective weapons because with them you can damage weak enemies and you can freeze almost all your other enemies. You can throw the Magical Boomerang farther than the wooden one.





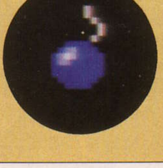
COMPASS

A compass directs you to the hidden pieces of the "Triforce." Like maps, the compasses await you in the mazes, so look for them! It will be a double advantage if you find both a compass and a map! Then you'll know where you are and where you want to go!



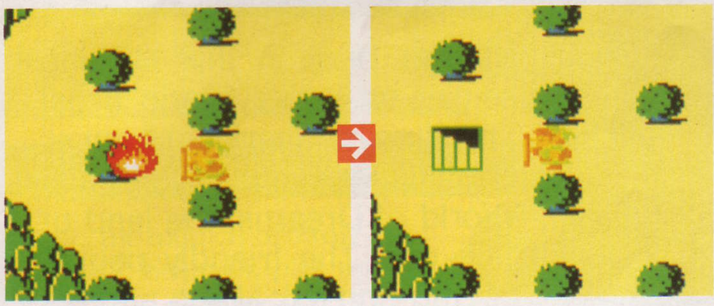
BOMBS

The blast of the bomb is deadly to your enemies. A bomb may appear when you beat an enemy. When you pick it up, you actually get four bombs to use. You can have as many as eight bombs at one time at the beginning of the game.

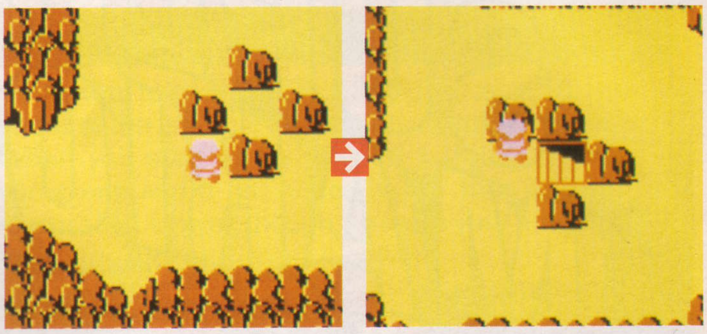


THE SECRET OF THE CANDLE

As you travel along on your adventure in the Land of Hyrule, carry a candle. When you touch a tree with the candle's flame, you may discover that the tree disappears and produces a secret door in its place. This magic doesn't always work, but try it often in many different places. Of course, the candles are also helpful to fight enemies and see better in the dark Underground. You can do this same trick with the Magic Wand and the Magic Book.



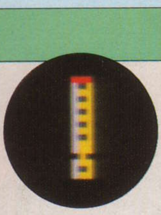
THE POWER OF THE BRACELET



Link can get more power if he finds this bracelet. With it, he can even move rocks, and that can help him find the hidden doorway to the Warp Zone! But it won't be easy! The exact location of the Power Bracelet is unknown, so you must strain your wits to locate it. If you do find it, it will be extremely helpful to you.

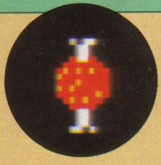
WHISTLE

This magic item creates many mysteries with its unusual sound. Without it, you cannot complete the game. By playing the whistle to call a tornado, you can warp to an unobstructed entrance to the Underworld. The tornado will also clear your path.



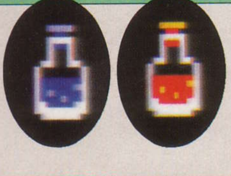
BAIT FOR LINK' ENEMIES

The bait will allow you to feed a very grumpy Goriya who is blocking your way in one of the Underworld dungeons. Once you've offered the bait, he'll let you pass as many times as you like.



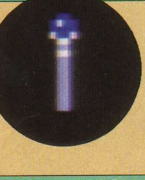
WATER OF LIFE

The Water of Life can be a tremendous help to you. By drinking it, you can turn all white hearts to red. There are two kinds of water: red and blue. When you drink red water, it turns blue and when you drink blue water, it disappears.



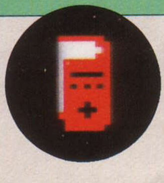
MAGIC WAND

Wizzrobe, an enemy in the Underworld mazes, uses this wand. With the Magic Wand, Link can cast magical spells. Link can also use this wand instead of the sword. It is a very valuable treasure useful in fighting enemies.



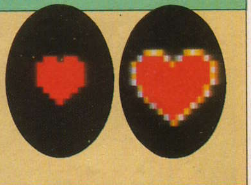
MAGIC BOOK

Link can learn many magic spells from the Magic Book. Using both the Magic Book and the Magic Wand, Link can cast magic spells to create a flame. The flame can be used like a candle.



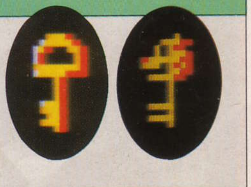
HEARTS AND HEART CONTAINERS

Obtaining a Heart Container gives you an extra heart for the game. Heart Containers can turn white hearts back to red, giving you new Life. Life is very important because it is Link's vital power.



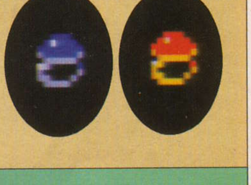
THE REGULAR KEY AND THE MAGICAL KEY

You must have keys to open doors in the mazes. The Regular Key can be used only once but the magical key can be used as many times as you want. If you obtain the magical key, the number indication turns to "A", for Almighty.



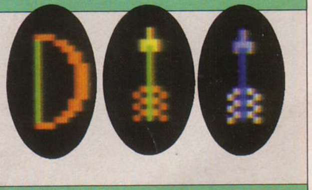
BLUE RING AND RED RING

These rings are useful when attacking your strong enemies. The Blue Ring cuts in half any damage you might sustain. The Red Ring reduces any damage to one-fourth. You can buy the Blue Ring, but the Red Ring is not for sale.



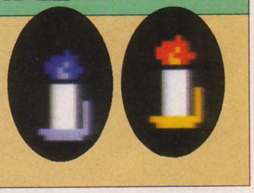
THE BOW, WOODEN ARROWS, AND SILVER ARROWS

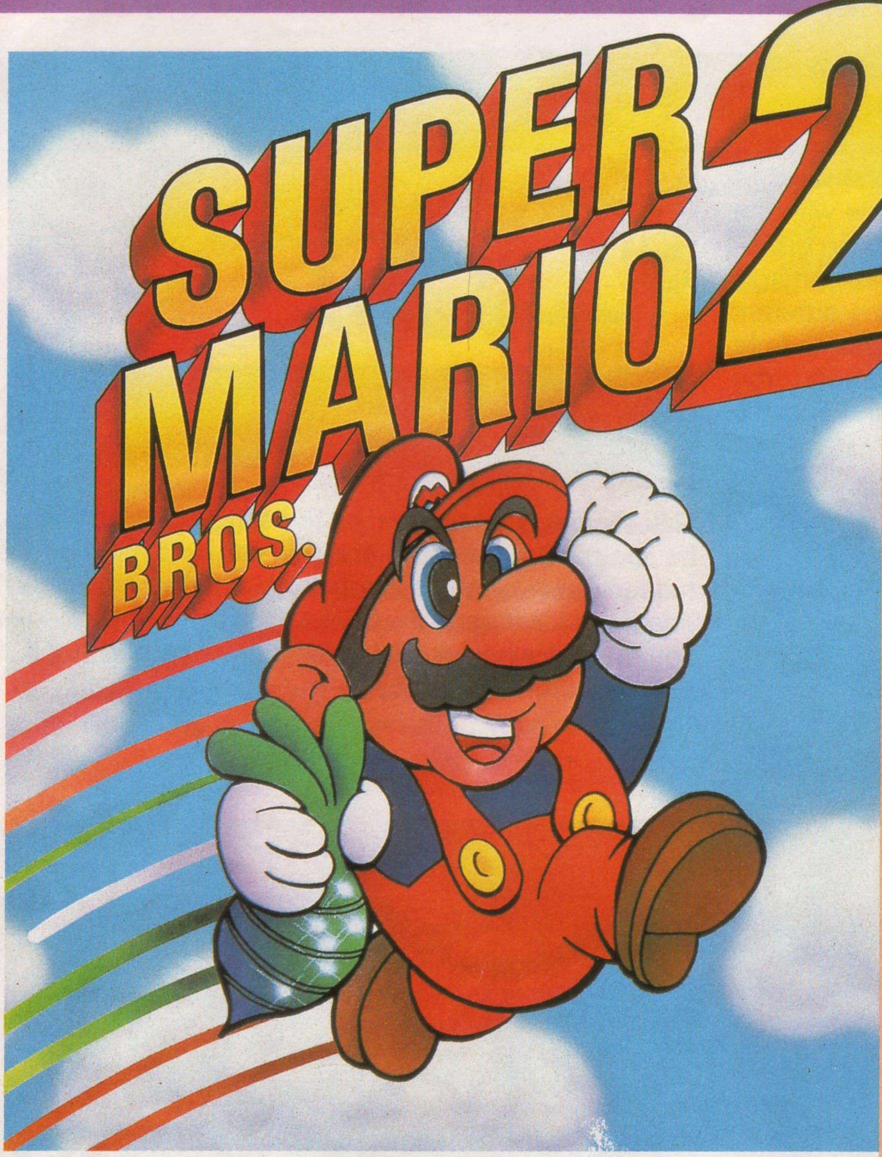
To use the bow and arrows, you must find both. Each time you shoot an arrow you lose one rupee. Some enemies can only be beaten by using arrows. You can buy wooden arrows, but not silver ones.



BLUE CANDLE AND RED CANDLE

These candles light up the dark rooms in the Underworld mazes. The Blue Candle can be used only once but the Red Candle can be used many times within each screen. You can attack your enemies with the fire of the candle.



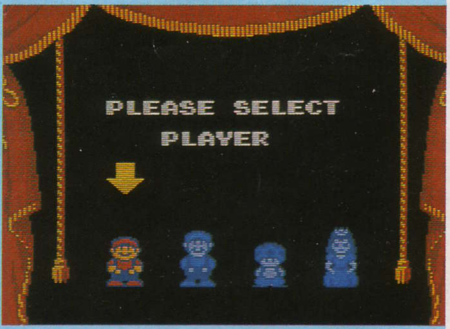


STORY

Mario's back in this exciting sequel to Super Mario Bros! This time our fearless plumber finds himself in the wondrous World of Dreams, the land of Sub-con. The friendly people of Sub-con ask Mario and his friends to free the World of Dreams from the evil domination of the wicked Wart. Never one to turn down an invitation to be a hero, Mario gladly accepts.

CHOOSE MARIO, OR ONE OF HIS THREE FRIENDS!!!

Super Mario Bros. 2 is unique in that you get to choose which character you would like to play for each level. Each character has his or her own unique abilities and skills, so choose wisely, depending on the level you are entering. Here is a look at Mario and his pals and what they can do.


PLEASE SELECT
PLAYER

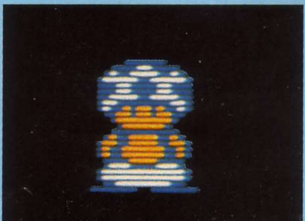
MARIO

Mario is the most well-rounded of the four heroes. He runs fast, jumps well, and can pick up items fairly quickly.

LUIGI

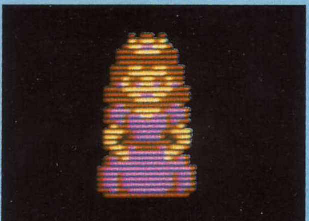
Mario's little brother is a real high jumper, but he runs slower and is not as quick when picking up items.

TOAD



He won't win any high jump contests, but he can lift items as if they were feathers! He won't slow down under a heavy load, either.

PRINCESS



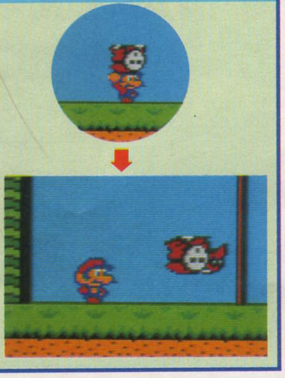
Princess Toadstool is much slower and weaker than the others, but she has magical power that lets her float in the air for a few seconds!

TM&© 1990 Nintendo

BASIC TECHNIQUES FOR SUPER MARIO BROS. 2

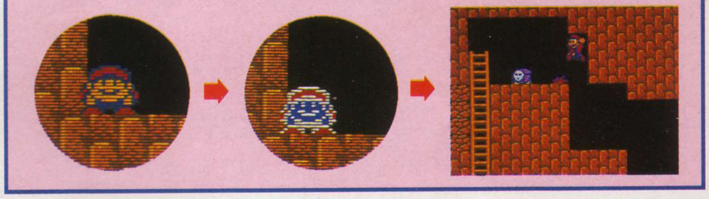
THROW YOUR ENEMIES!

Get on top of your enemy and push the B Button to pick him up. Then turn in the direction you'd like to see him fly, push the B Button again and watch him sail! This is especially fun if you bop another bad guy with him at the same time!



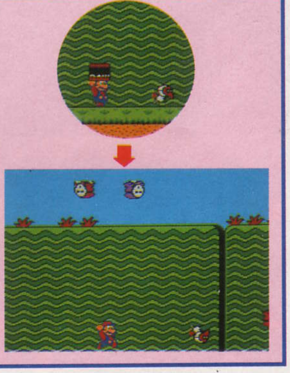
CROUCH DOWN AND JUMP HIGH!

If you want to be a SUPER JUMPER, push the down arrow of the control pad and crouch for a moment. When you start to flash, you'll be able to jump about one and a half times higher than usual! It doesn't last forever, though, so make your jump fast while you've got the extra power.



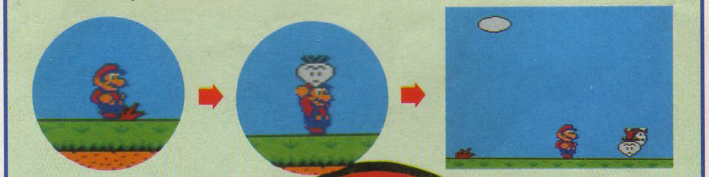
TOPPLE WITH AN EARTHQUAKE!

Using the method of throwing your enemies, pick up the "POW" item and drop it. Now you've done it! You've started an earthquake! There's a lot of major shakin' going on, and your enemies cannot stand up under the pressure!



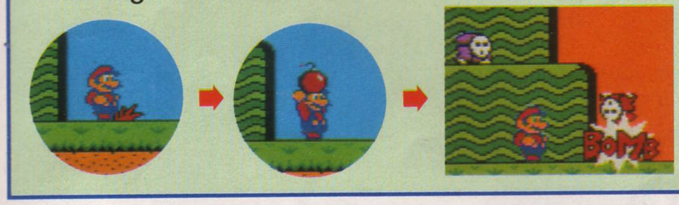
PICK A VEGETABLE AND THROW IT!

Basically, this is the same as throwing an enemy. Stand on top of a grass patch, push the B Button, and pull out a radish or another vegetable. Then, push the B Button again and let the bad guys have it, with produce fresh from the garden!



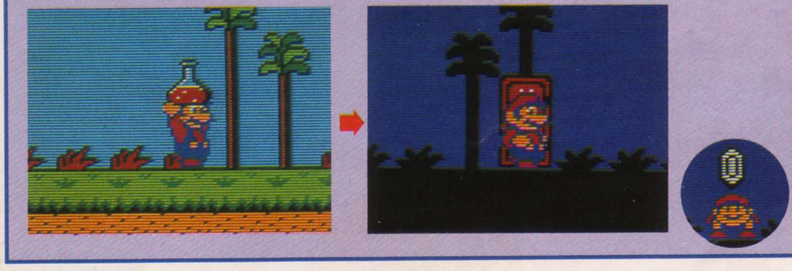
USE A BOMB TO BLOW 'EM UP!

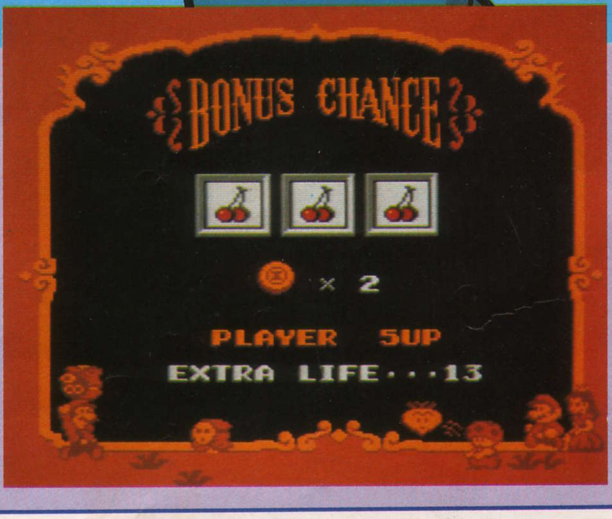
When you pull out patches of grass, you can find more than just vegetables. You can find bombs! Remember, this is a dream world! Use a bomb to blast a bad guy or get rid of something in your way. Warning: Be careful not to blow yourself up!



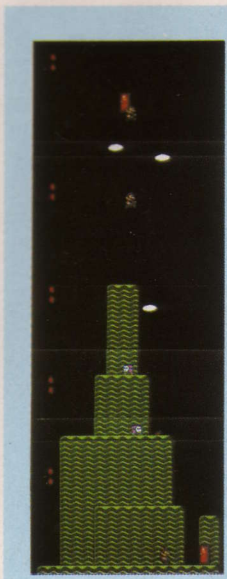
5-UP AT THE SLOT MACHINE!

If you've made the effort to collect coins in Sub-Space, you can play the slot machine at the end of each level! Using one coin at a time, test your luck and skill at coming up with three cherries. When you do, you'll be a very happy player, rewarded with five extra lives! 5-UP!!



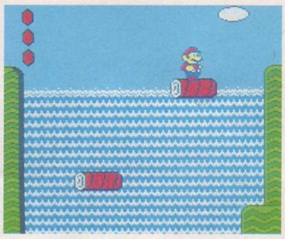


WORLD 1-1

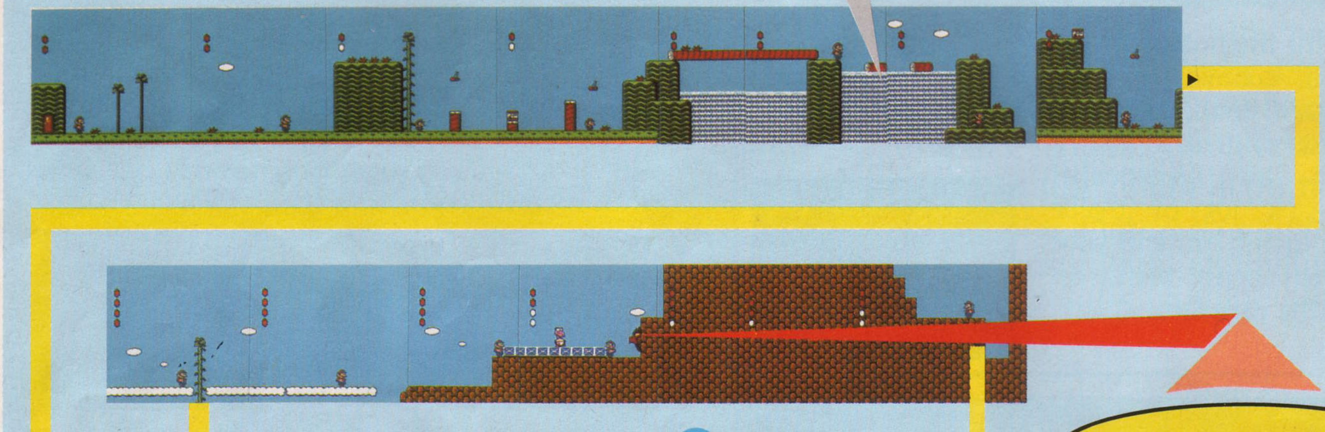


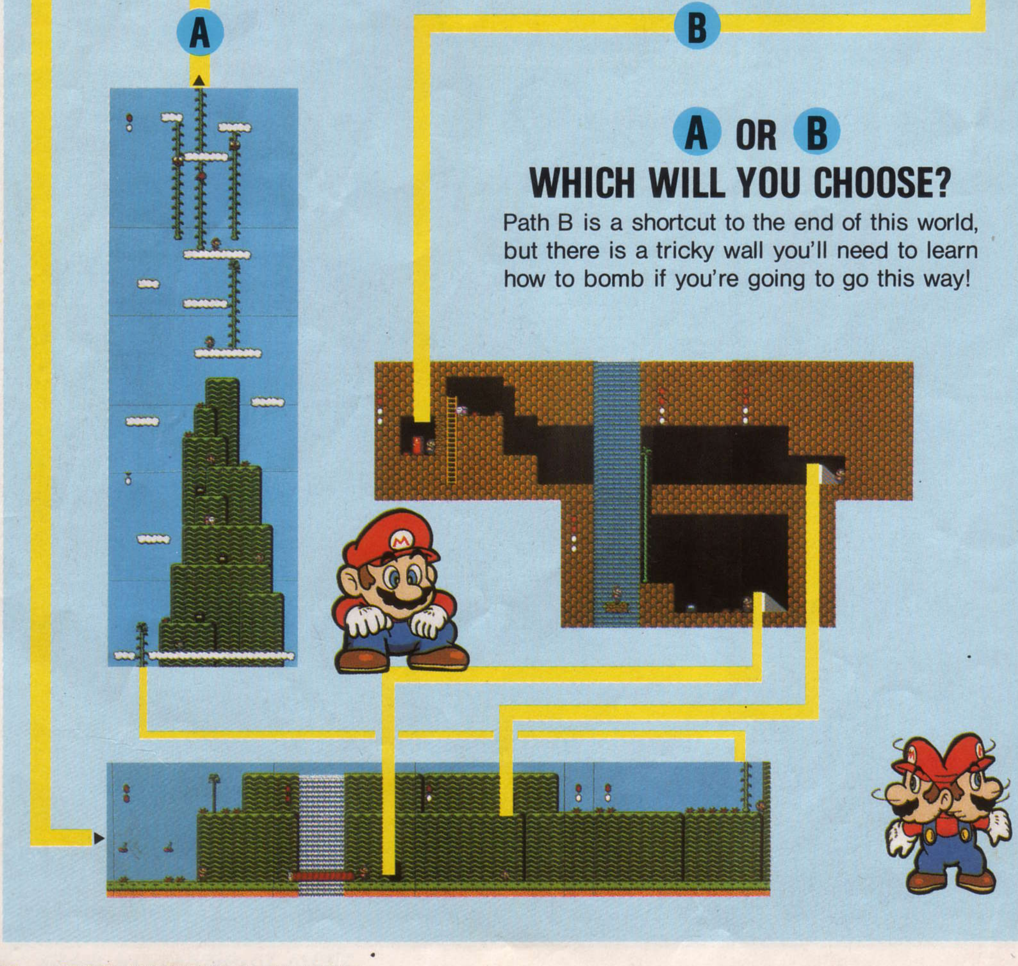
At first, you just happily float down into the World of Dreams. You can get a good idea here how you'll move around. If you open the door below you on the right, you'll get into the real game. Ready, set, HERE WE GO! We're entering the world of Super Mario Bros. 2!

TAKE A GOOD LEAP ACROSS THE LOGS!



This is it! Your first tricky situation! As the logs go floating by, time your jumps just right to hitch a ride to the other side of the river. Don't jump until you see the tip of the first log. If your timing is off and you miss, you'll plunge over the falls to your fate below!



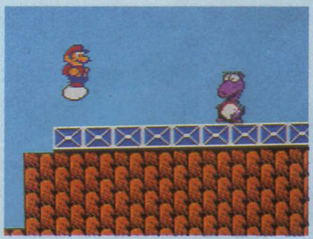


A OR B WHICH WILL YOU CHOOSE?

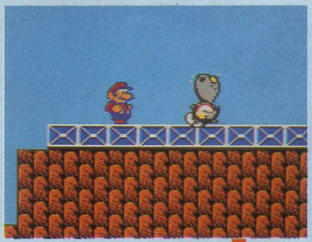
Path B is a shortcut to the end of this world, but there is a tricky wall you'll need to learn how to bomb if you're going to go this way!

HOW TO BEAT BIG BAD BIRDO!

Birdo is the boss of World 1-1. Catch the eggs he launches by jumping on them and pushing the B Button.



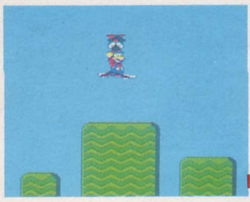
Throw eggs right back at the bothersome bird! Hit him three times and you've got him!



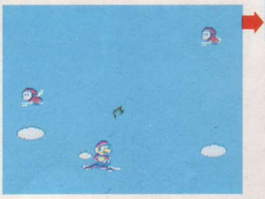
Pick up the crystal ball after beating Birdo and you'll be on your way to the next level.

WORLD 1–2

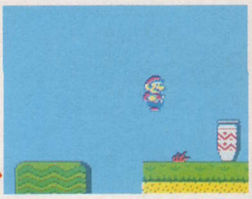
Now Mario's adventure really takes off! You're flying in mid-air aboard the magic Carpet! Make your trip quick, because you have only a few seconds to get where you need to go! This level will be a little tougher than the last, and you'll need to find keys to unlock an important door.



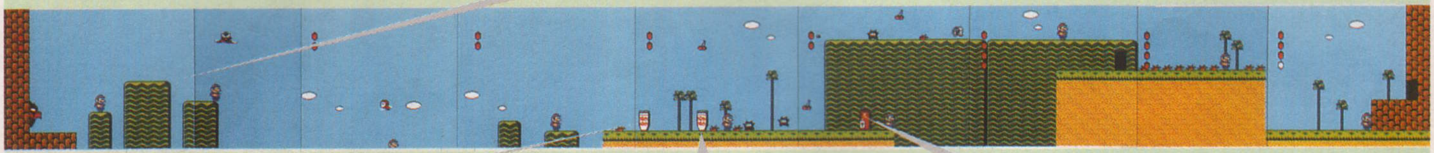
If your enemies are coming at you from a low line of attack, make a quick jump to the handy flying carpet!



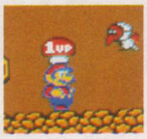
Ride the flying carpet off into the big blue sky! Look out, though! Hang on tight and don't bump into a bad guy!



Whoops! I forgot to tell you! The flying carpet doesn't last forever, so be sure to make YOUR exit before IT does.

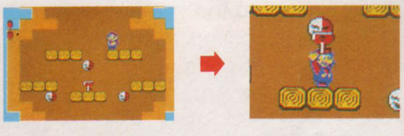


HERE'S A 1-UP MUSHROOM!



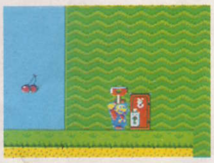
It may look like an ordinary jar, but look inside to find a 1-UP Mushroom. You don't want to miss it, but watch out for Tweeter.

GET THE KEY HERE!



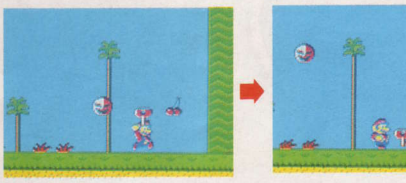
If you want to go much farther, you'd better open this jar and grab the key!

USE THE KEY HERE



If you don't have the key with you now, you won't be able to open the door. Bring the key!

WATCH OUT FOR PHANTO!

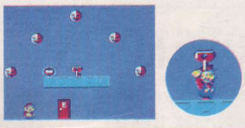


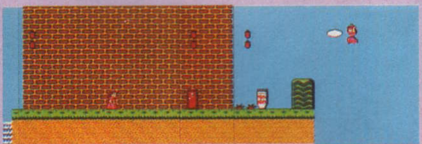
As soon as you have the key, Phanto will come after you with no mercy! The only way to get him to lose interest in you is to drop the key. Just be sure to pick it up again!

WORLD 1–3

In this stage, you'll hop over many waterfalls, climb high to grab the key, open a door, then venture across the screen again as you search for the end of World 1.

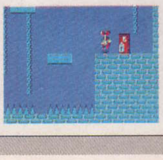
GRAB A KEY HERE!

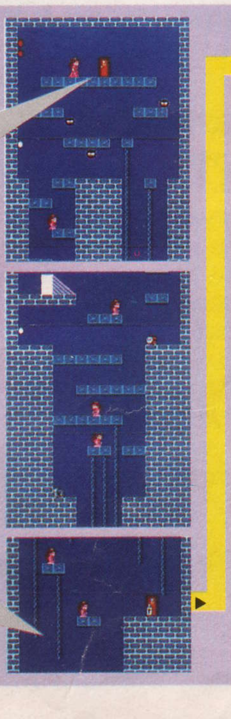


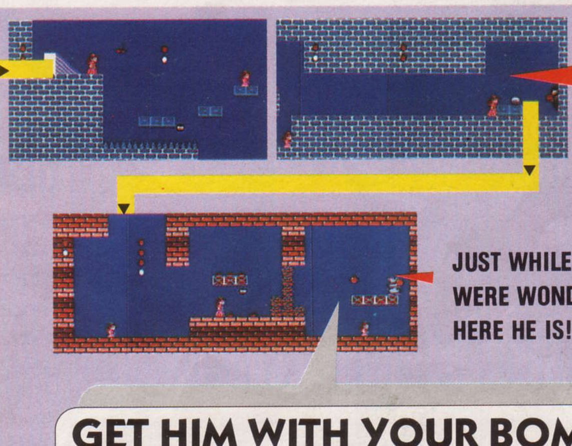


WATCH OUT!

If you fall here, the sharp thorns below will surely make their points with you!



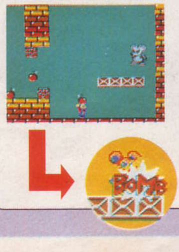




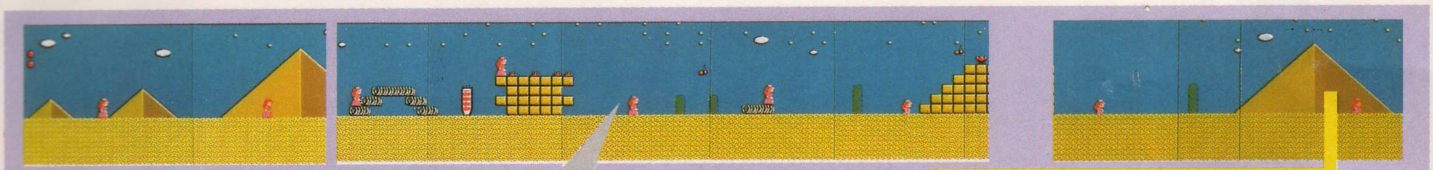
HEY! WHERE'S THE BOSS?

JUST WHILE YOU WERE WONDERING, HERE HE IS!

GET HIM WITH YOUR BOMBS!



Mouser is the ruling boss of World 1. Defeating him is the first step toward bringing peace back into the world. Catch the bombs Mouser throws at you and throw them back to give him a taste of his own medicine! Hit him three times, and you've got him!



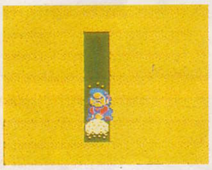
WORLD 2-1

Mario and gang find themselves in the middle of the desert in World 2, and you can bet that Wart has some dangerous fun in the sun planned for them. Boy, don't you wish you had remembered to bring the suntan lotion?

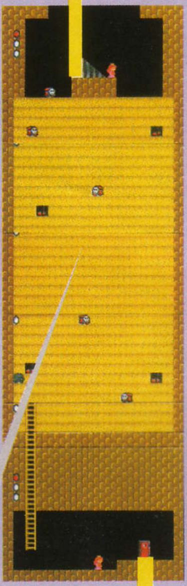
DON'T SINK IN THE QUICKSAND

If you stand in one place too long, the quicksand will pull you under! Keep jumping or press 'A' to cross it quickly. Watch out, though. Sometimes Cobrat hides in the moving sand.

MAKE A HOLE AND PUSH THROUGH

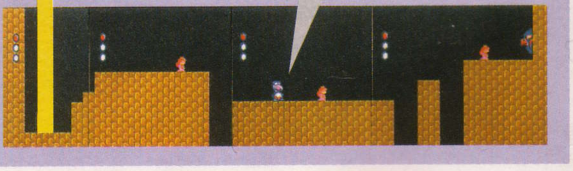


Dig into the tightly packed sand and go go go! You'll want to make it all the way down to the ladder. But watch out for Shyguy, he's coming at you from the side and may pop out into one of your holes. You can pick up some cherries here too along the way.



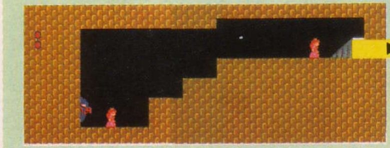
WATCH OUT! DON'T FALL!

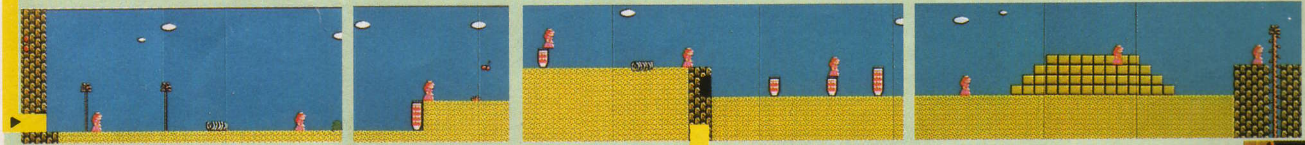
You'll never guess who's the boss of World 2-1. It's Birdo! You're on a cliff, so be careful not to fall when he tosses his eggs.

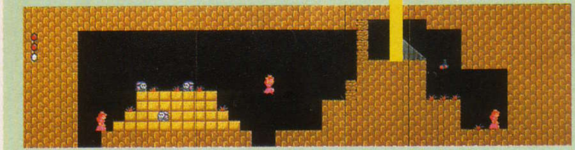


WORLD 2-2

World 2-2 is not that different from the level you've just come through. If you learned your tricks well in level 2-1 and can use them again here, this won't be very tough. Move as fast as you can across the quicksand and hole-digging areas to make it through in one shot!

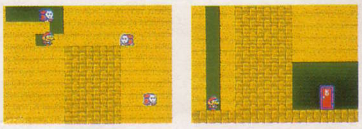


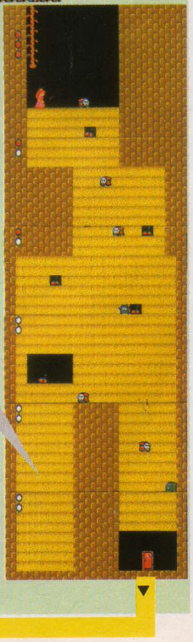




DON'T TAKE THE WRONG ROAD!

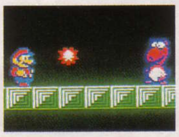
When you reach the junction, go to the right. If you go to the left, there will be nothing there . . . nothing but sand and a dead end! This area can be deceptive and mean, so be on guard for some tricky critters!

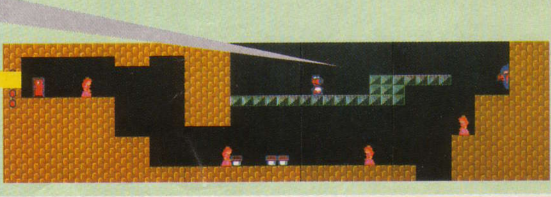




HERE COME BIRDO'S FIREBALLS!

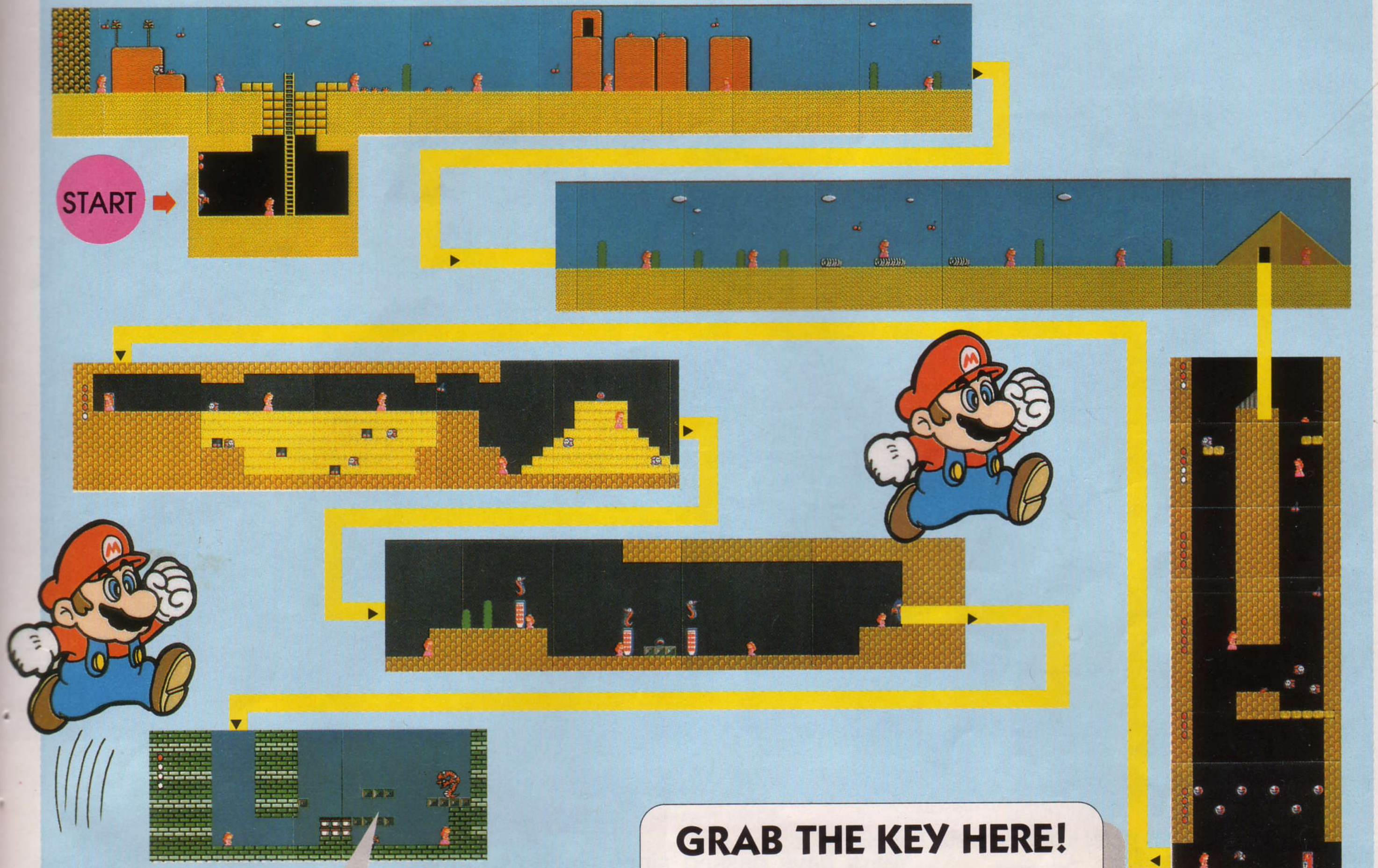
Once again, little boss Birdo is making things tough. This time he's spitting eggs and fireballs. If a fireball gets you, you'll go down in flames. So grab eggs and avoid those fireballs!

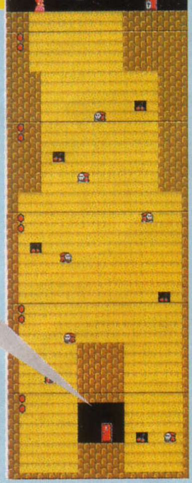




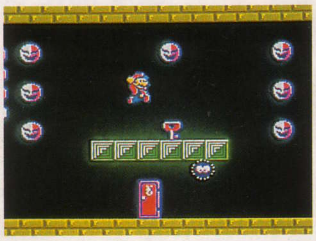
WORLD
2-3

Congratulations! You've made it to the last level of World 2. Rush through the desert and hurry to the pyramid and the deciding battle with Tryclyde, the three headed, fire spitting-serpent! Don't let your guard down yet! There are still many dangers that lie ahead before you're completely out of the desert!



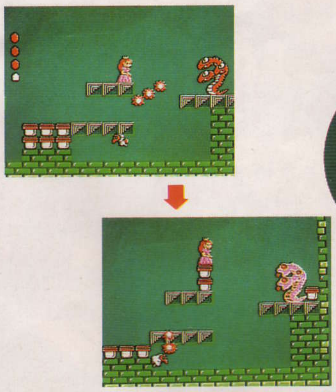


GRAB THE KEY HERE!



If you miss the key, you won't be able to continue on your quest to save the Princess.

ATTACK WITH THE MUSHROOM BLOCKS

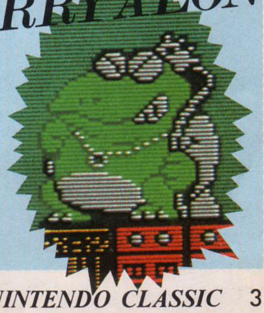


The boss of World 2-3, Tryclyde, is a tough character. Beat him by showering him with Mushroom Blocks. The blocks can also be protective barriers, so use them wisely. Don't use them up before you're ready! It take three solid hits to beat Tryclyde.

THERE'S STILL MORE TO COME!

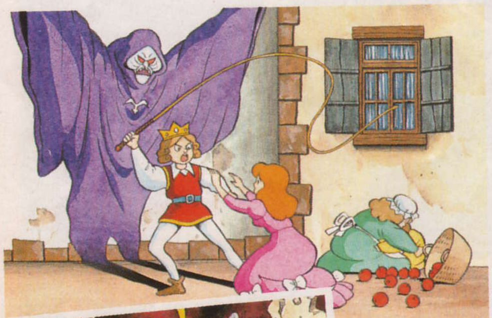
We're taking you as far as World 2-3, but there's a lot more adventure left! You can venture as far as World 7-2, which is 14 levels away! That is where you'll finally battle the Evil Wart. He's waiting for you there! Are you ready to take on the rest of the evil forces that have taken over the World of Dreams? I know you are!

HURRY ALONG!



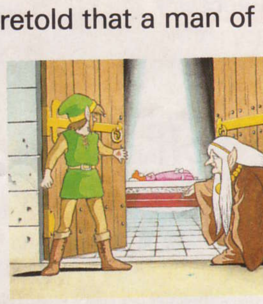
ZELDA II
The Adventure of
LINK™

After the Fall Of Ganon . . .



Years have passed since Ganon's defeat, and Link has grown since that epic struggle. But much evil still remains in Hyrule.

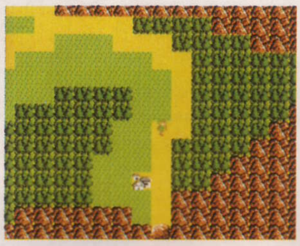
Princess Zelda knew the secret of the Triforce but refused to tell it to the great sorcerer. He then cast a sleeping spell on her.



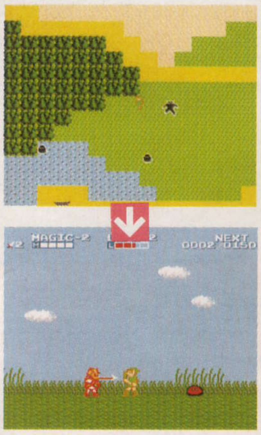
Legends foretold that a man of royal bearing would come to save Zelda and Hyrule, and his hand would show a mark.

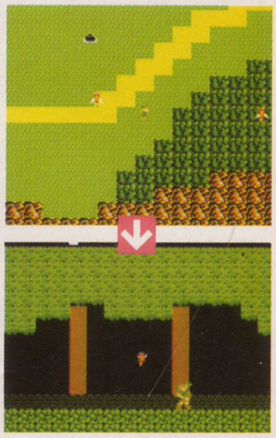
To overcome the evil forces, Link must find the third piece of the Triforce. Wisdom and Power he has already. Now he must find Courage.

OVERHEAD VIEW



When you meet enemies, the scene will change from an overhead to a side view.

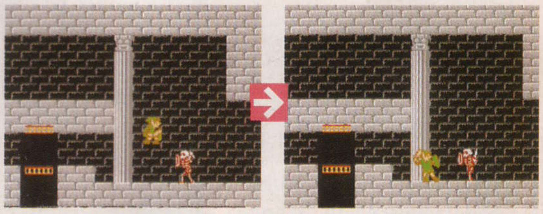


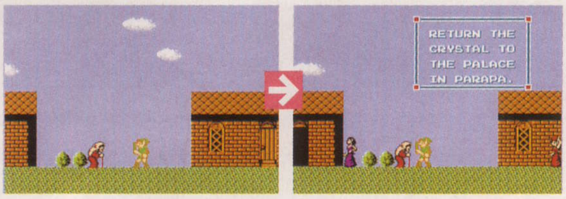


As Link travels through Hyrule, you'll be able to follow his progress on the overhead map. If you run into one of the black enemies, you'll have to fight your way past it in order to go on. The best way to avoid enemies is to stay on the roads wherever possible.

ACTION SCREEN

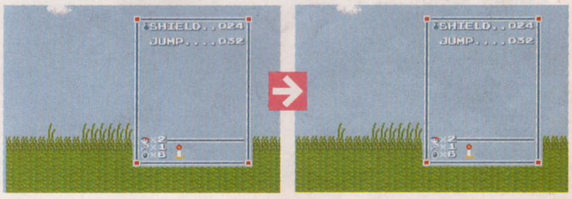
In battle or town scenes, the action screen will show a side view. To jump, use the A Button. To wield your sword, use the B Button. Pushing the B Button near a towns person starts a conversation. To see a list of magic, push Start. To use magic, push Select.





RETURN THE CRYSTAL TO THE PALACE IN PARAPA.

When you need information or want to check something out, push the B Button.



SHIELD..024
JUMP....032

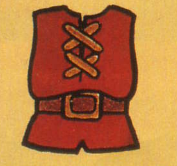
In the mood to use magic? Just choose one from the list and push the Select Button when you need to use it.

M A G I C

Eight spells of Hyrulian Magic must be learned by Link, and some will use up more of his magic than others.

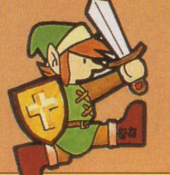
SHIELD

Strengthens Link's defenses. Within one screen, an enemy's blow will fall with only half the force.



JUMP

Once earned, the magic of the high jump allows Link safe passage over walls and other barriers along his travels.



FIRE

In many battles, the magic fire that Link shoots from the tip of his sword will give him the edge.

SPELL

Casting this spell on particular enemies will make the difference between victory and defeat.

LIFE

Dark moments will come when Link is nearly spent. Using Life, he will regain three measures of vitality.

FAIRY

In narrow places, impassable even to him, Link can magically transform into a flying pixie.

REFLECT

This powerfull magic spell will reflect the evil spells that sorcerers hurl at Link.

THUNDER

When all seems lost, the magic of Thunder brings hope, for its power affects all enemies present.

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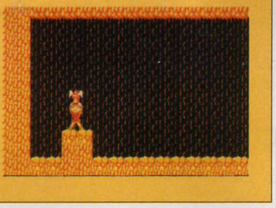
MAP OF HYRULE (Section One)

Do not be deceived! The distances of Hyrule are greater than they first appear. The road is long and fraught with many dangers, but help can be found in unexpected places. This part of Hyrule centres on the North Castle. Desert lies to the north and Northeast. To the Northwest and Southeast you'll find towns.

DESERT CAVE

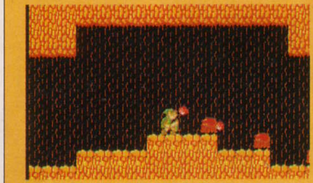
An important item is hidden here, but it can be very hazardous if you haven't brought a candle with you from the Parapa Palace.



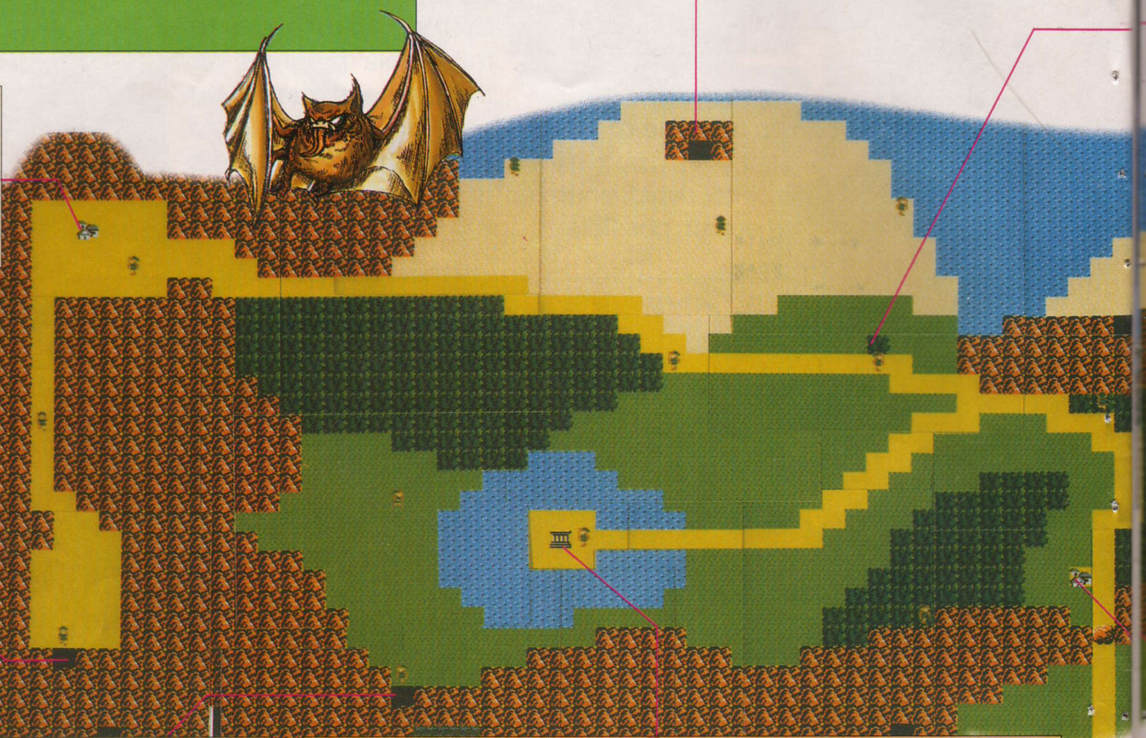
RUTO TOWN

If you have the right items with you here, you'll learn the secret jumping magic!

CAVE

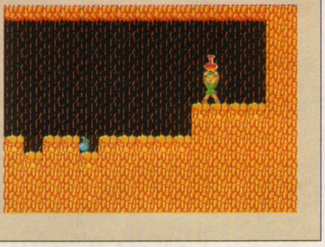


Go beyond the mountain and venture south. To pass, you must carry a candle . . . and you'll need to know the jumping magic!

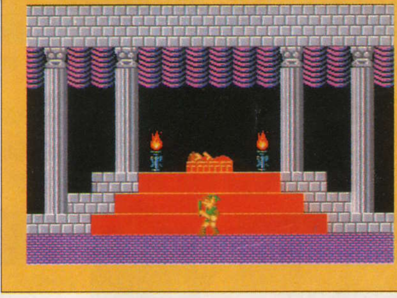


CAVE OF MAGIC CONTAINER

In the far end of this cave is an item that holds the great magical powers. Of course, you'll be in trouble once again if you haven't brought a candle to light your way!



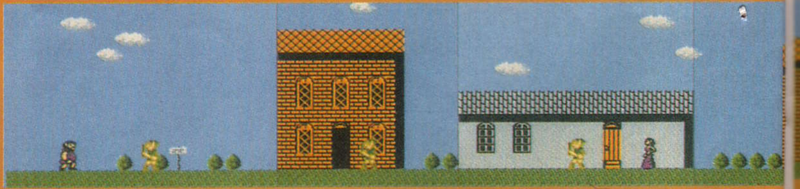
NORTH CASTLE

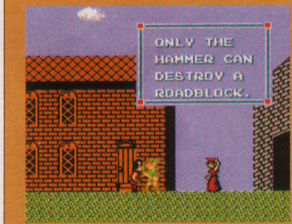


From the North Castle, the adventure begins! Link sets out on his quest to save the sleeping Princess Zelda. If he fails or chooses to continue his journey later, he must start again from here.

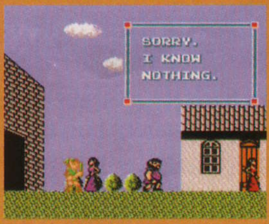
RAURU TOWN

Enjoy your visits to town. The villagers are friendly and don't mind if you drop in. This is your chance to discover much information that will help you later on your quest. You can also find places here where you can gain new lives and learn magic.



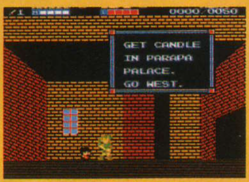


ONLY THE HAMMER CAN DESTROY A ROADBLOCK.



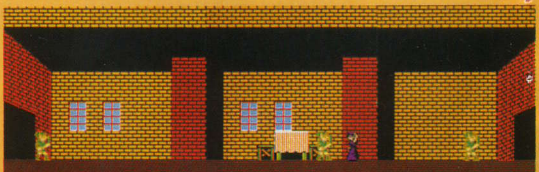
SORRY, I KNOW NOTHING.

When you meet someone in town, why not push the B Button and talk to them? Many will just say hello, but others have a lot to tell you! Be friendly and learn something!

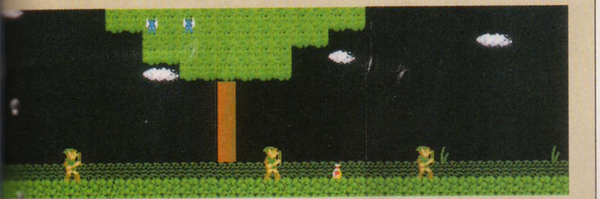


GET CANDLE IN PARAPA PALACE. GO WEST.

Venture inside this house. You'll meet a boy who has much to tell you. Take his advice!



A girl will call you into the house. I'll bet there is something worth investigation here. Go inside and walk all the way to the back room. Keep in mind, good things are often hidden!

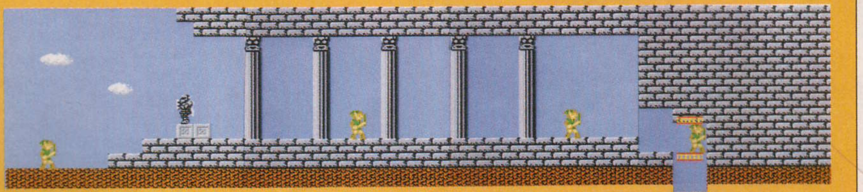


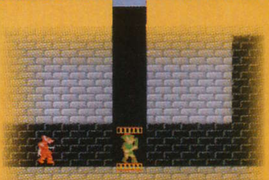
LITTLE WOODS

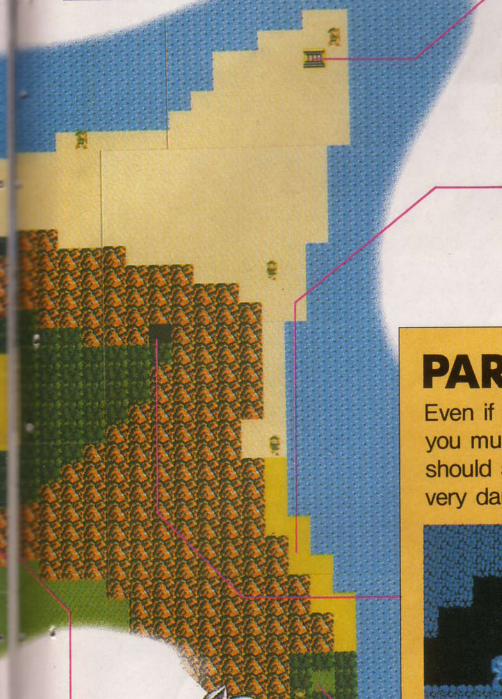
Item alert! Look into this area for a major find worth 50 points!

PARAPA PALACE

Now you've arrived at the first palace. Enter and you'll encounter many dungeons and enemies. It's not just the bad guys that will make your journey difficult here; there are also several traps and pitfalls awaiting you. In the palace depths, you must defeat the guardian and place a crystal in the stone statue.

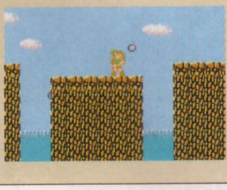






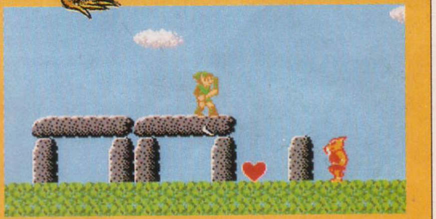
A CRAGGY PLACE

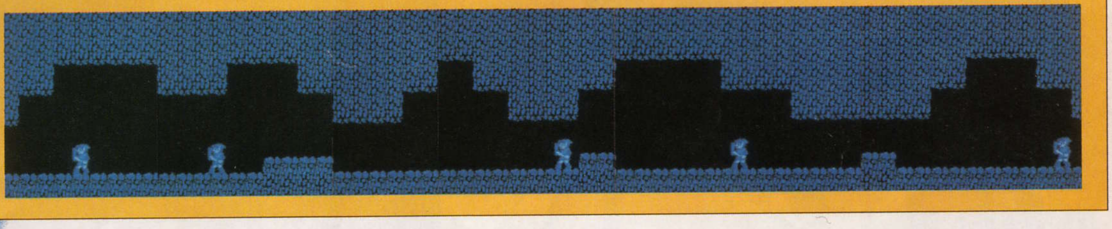
Link must jump through this area, otherwise it can be very dangerous! If you make a false move and fall, you will certainly meet your fate!

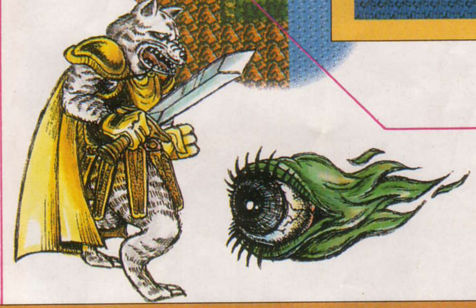


PARAPA CAVE

Even if you haven't brought the candle from Parapa Palace, you must go in here. You will face only one enemy, but you should still venture forth with extreme caution. The way is very dark, and you never know what lurks in the shadows!

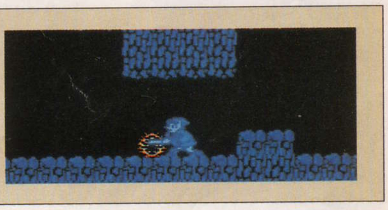


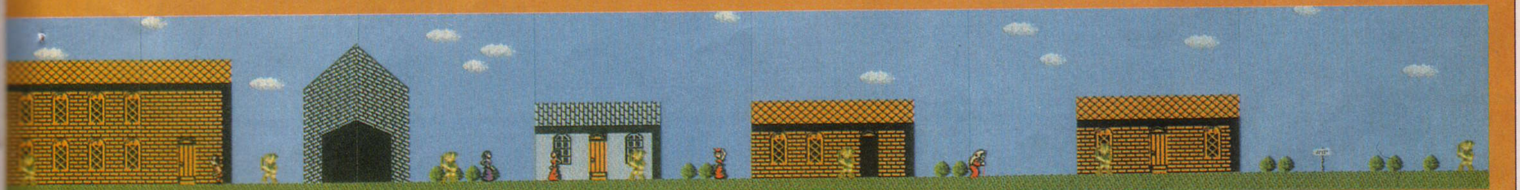




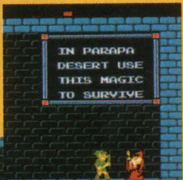
BIG HEART

Grab the big heart and greatly increase your life. Be on guard, however! there is an enemy lurking nearby who wishes to do you harm!

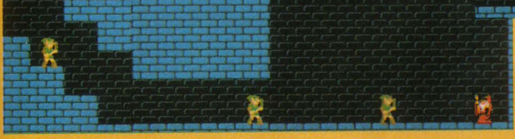


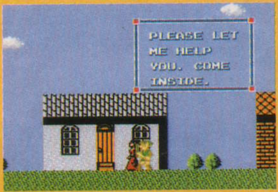


Look for a basement around the back. There you will meet an old man. He is very wise. Listen to what he tells you and learn one of the magic secrets you must know!



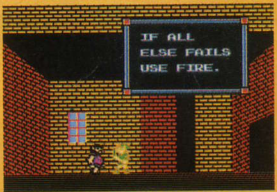
IN PARAPA
DESERT USE
THIS MAGIC
TO SURVIVE





PLEASE LET
ME HELP
YOU. COME
INSIDE.

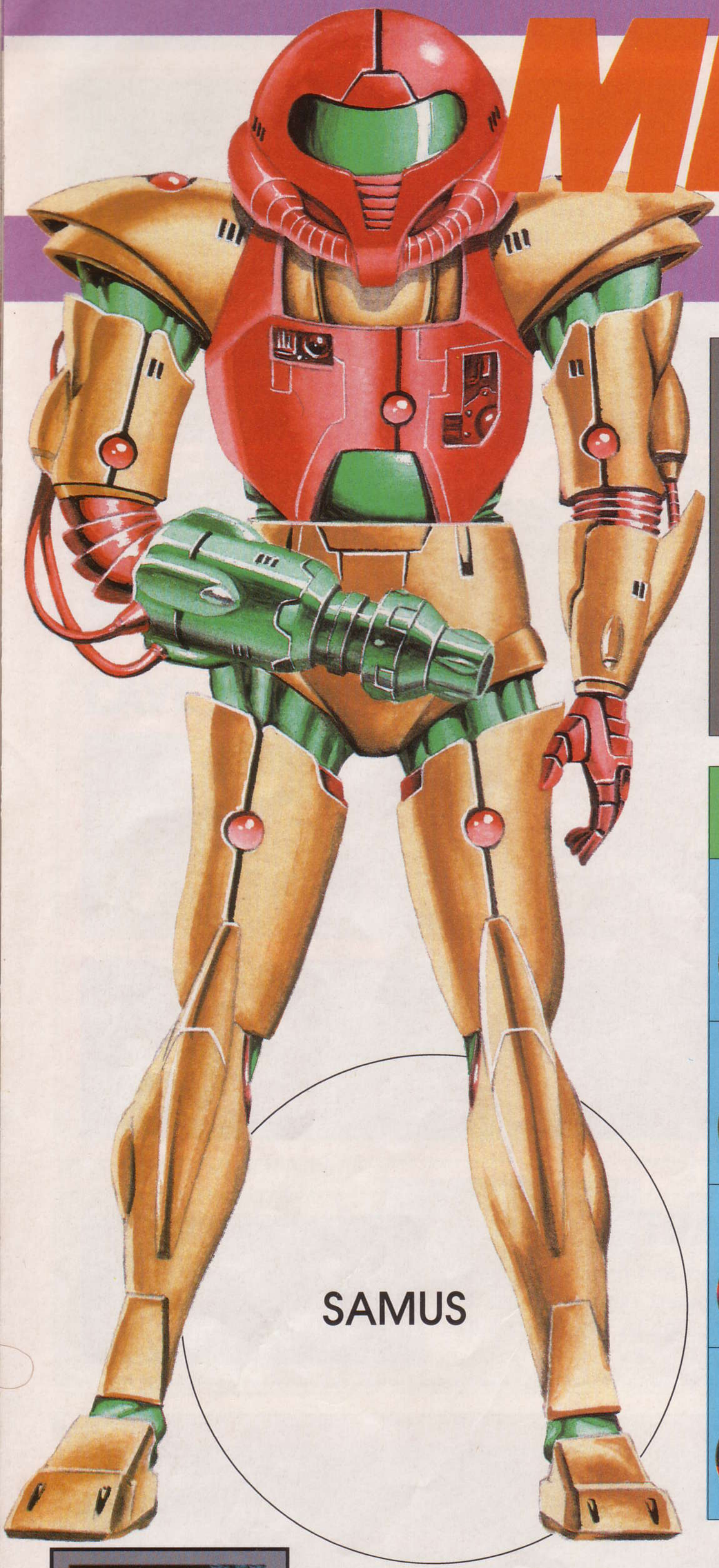
In this house, you can recover one of your lives. First you must chat awhile with the girl, then follow her inside.



IF ALL
ELSE FAILS
USE FIRE.

The door opens. Why not venture in and see if there are things to learn?! The boy will give you advice.

METROID™



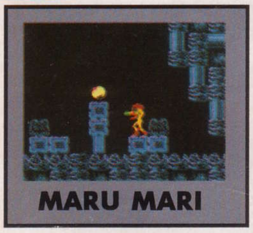
THE METROID STORY

Welcome to the year 2000! The galaxy lives in peace and prospers. But wait! Space pirates steal an extremely dangerous life form from a Galaxy Federation ship! METROIDS, those hideous creatures that wiped out life on Planet SR338, are now in the hands of pirates who will use them to destroy the galaxy! The Metroids lie frozen in protective capsules, but soon the pirates will allow them to multiply. Only Samus Aran, the cyborg space hunter, can penetrate pirate headquarters and stop this evil plan! Go now quickly! You must destroy the Metroids!

POWER ITEMS

When the game starts, Samus carries only a short beam. To give more power, look for rooms that contain Power Items.

LONG BEAM	The range of your energy beam gets longer. You can destroy an enemy from long range, or even one that attacks from above.	**ICE BEAM**	This allows you to freeze your enemy temporarily and escape. If you need to reach a high place, just climb your frozen enemies like a staircase!
MARU MARI	When you start, go to the left. Jump up, cross the high walls, and get hold of the Maru Mari, which is useful for going through walls or narrow passageways.	**BOMB**	Samus can use the bomb only while using the Maru Mari to roll into a small round ball. Use bombs to find secret passages in the floors and walls.
HIGH JUMP	When you put on these boots, you jump one and a half times higher than normal. Now you'll easily grab those hard to reach items!	**VARIA**	This is a wonderful item which reduces by half any damage done by your enemies. It's also a help if you fall into the Sea of Lava or fight a Mini-Boss.
WAVE BEAM	This powerful weapon sends out wave-like beams to destroy your enemies in all directions. It can also penetrate and destroy obstacles in your path.	**SCREW ATTACK**	If you jump while running, you start to spin. If you use this strategy, you can destroy your enemies.

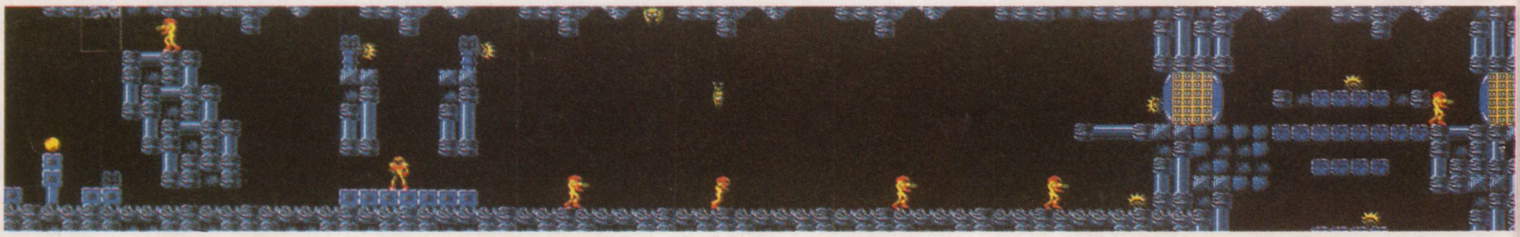


MARU MARI

START

Save The Energy Balls!!

Increase Samus' energy level by collecting energy balls from defeated enemies. Each energy ball is worth 5 energy points, but not all enemies will give energy.



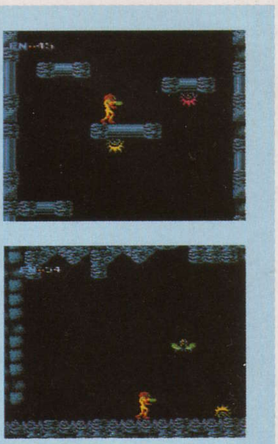
TM&© 1990 Nintendo

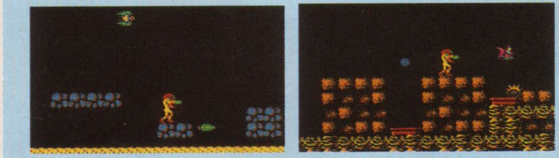
MAP OF ZEBES

Zebes is the fortress planet where the space pirates keep the Metroids. It is made up of several fire zones connected by elevators. The whole planet of Zebes is a huge maze. Secret passages and rooms conceal many items that you must find in order to defeat the Mother Brain.

BRINSTAR (rocky zone)

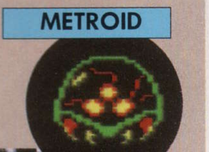
Samus' adventure starts here. You'll find many important items, including the Bomb and the Ice Beam. The Bomb will help you fight your enemies with a blast, and the Ice Beam gives you power to freeze!

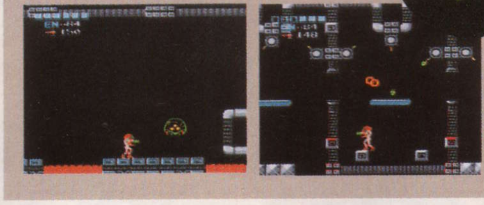




TOURIAN (central base)

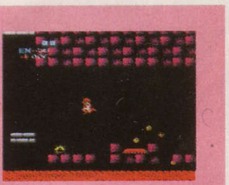
The Metroid Mother Brain is at the centre of Zebes, and is protected by the quickly-multiplying Metroids. Be sure to take the Ice Beam with you when you confront the Mother Brain.

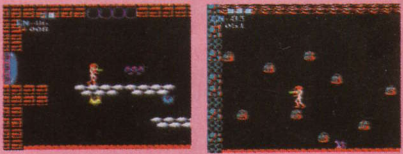




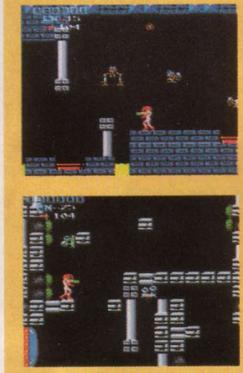
NORFAIR (fire zone)

You'll go to this area after BRINSTAR. Be sure to find Screw Attack and Wave Beam. You'll need them soon in battle. Your enemies are stronger and more powerful here.

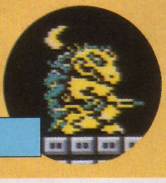




HIDEOUT I

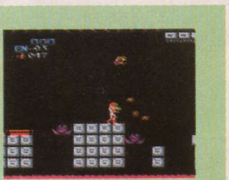


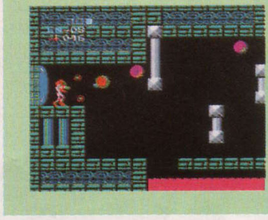
Now you must defeat Kraid, the fierce head of the Mini-Boss Hideout. When he attacks, he shoots missiles from his stomach and back. Collect as many missiles and as much energy as you can before you fight with him.

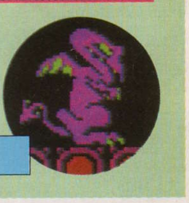


HIDEOUT II

Mini-Boss Ridley is waiting for you in this area. He attacks by jumping in the air and spewing fireballs. To fight him, use the Wave Beam continuously. If you destroy Ridley, you'll win 75 missile blasts!

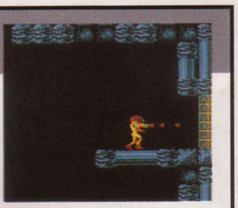






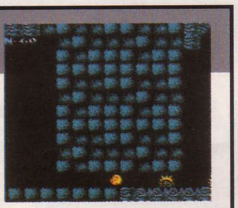
Open The Door With The Gun!

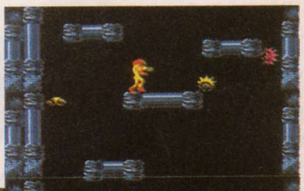
Most doors will open when you blast them with your energy beam, but some require missile explosions.

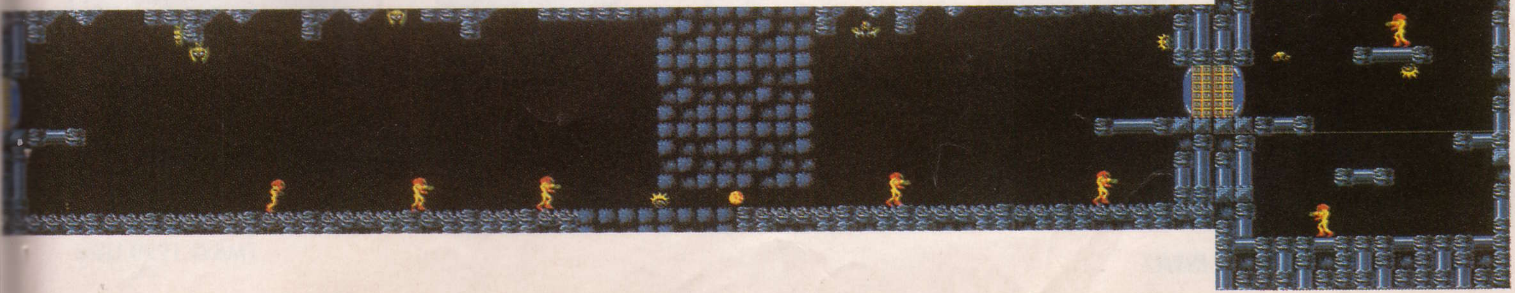


Dash Thru Here As Maru Mari!

Use the Maru Mari to roll into a ball so you'll be able to get by small passages like this one.



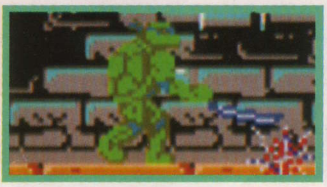


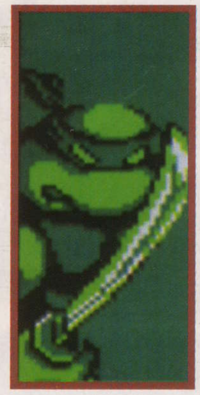


TEENAGE MUTANT HERO TURTLES®

LEONARDO

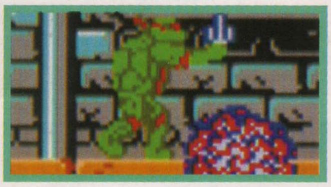
No reptile wields a katana like Leonardo. Disarm those enemies seemingly just out of reach.

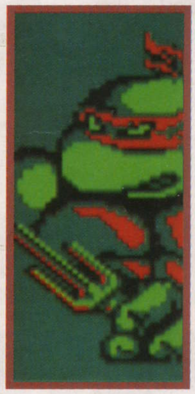




RAPHAEL

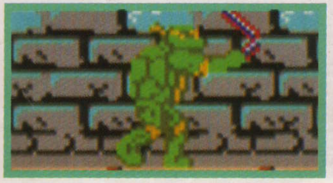
The sai specialist. The sai attack field is limited, but Raphael's speed is unmatched.

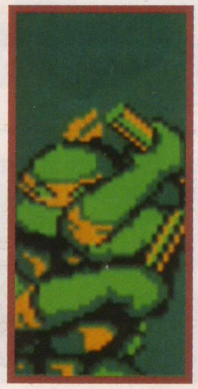




MICHAELANGELO

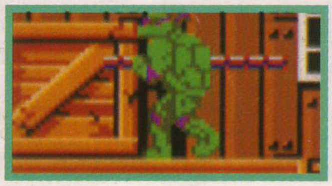
He is an expert with the nunchuku, an effective weapon against enemies in lower locations.

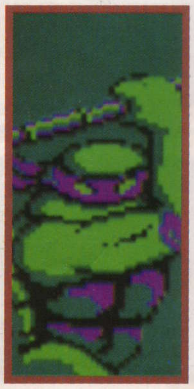




DONATELLO

Don's powerful bo is inherently slower but causes more damage than any other weapon.





STORY

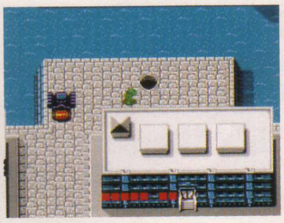
What happens when four ordinary turtles get zapped with super high powered radiation? They become Teenage Mutant Hero Turtles, that's what! Fast Action, wild ninja tactics and lots of pizza! Get ready for the heroes in a half-shell!

TM&© 1990 Ultra

YOU'LL FIND TWO TYPES OF MAPS

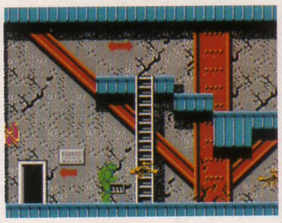
Guide the Turtles and their Turtle Van from a bird's-eye view in the Overworld, until you find entrances to buildings or open manholes. Once inside the buildings or sewers, the action scrolls horizontally, and you maneuver the turtle you have chosen from a side view. The play control is super and the graphics in the action screens are really fantastic!

Bird's-eye View



Go into a manhole and get into the action before the steam roller squashes you.

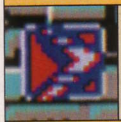
Action Screen



It'll take all your special ninja skills to make it through the sewers.

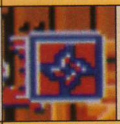
ITEMS

BOOMERANG



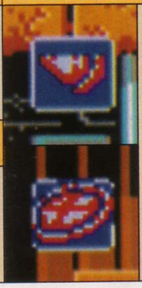
This weapon is very effective. Be sure to catch it when it comes back

STAR



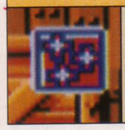
The Chinese Throwing Star is capable of going through several enemies in a row.

PIZZA



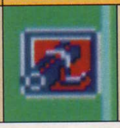
You know Turtles love pizza especially T.M.H.T. In fact, the Turtles featured in the comic book hardly eat anything else. Look for pizza in the Action Scenes to keep your energy levels up.

TRIPLE STARS



This weapon allows you to throw three Stars. It can damage more than one enemy at a time.

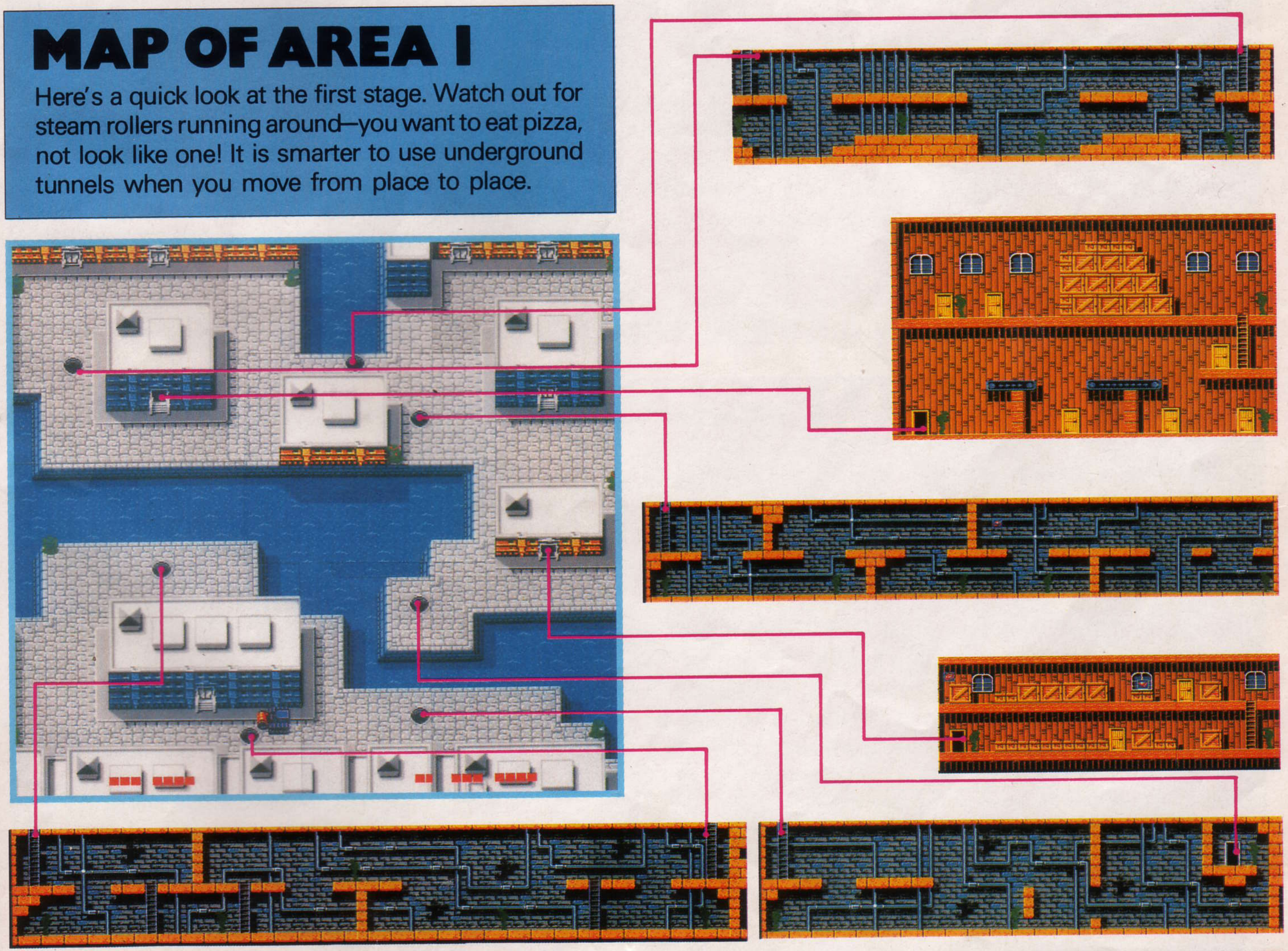
SCROLL



Use this magic Scroll to send a shock wave through your enemies.

MAP OF AREA I

Here's a quick look at the first stage. Watch out for steam rollers running around—you want to eat pizza, not look like one! It is smarter to use underground tunnels when you move from place to place.



TIPS AND TRICKS

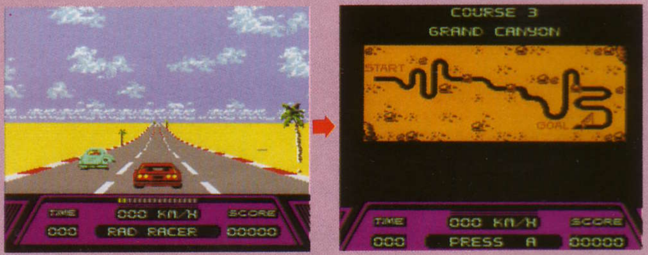
Welcome to "Tips and Tricks", where you'll learn a lot of small pointers that will be a big help when it comes to building an expert score! Study the tricky moves and secret clues and you'll amaze your friends!

RACING GAMES

RAD RACER

SPEED AHEAD

It's amazing that you can enjoy this type of powerful racing game in your own home! The world of speed is yours as you flip on the Turbo and experience the thrill of racing at more than 200 kph!! Here's a way to go to any track you want in this cross-country car race. Once you choose your car, press the B Button as many times as it takes to skip over to the track you want. When you've come to it, press and hold UP and RIGHT on the Control Pad. Then press the Start Button to set you speeding on your way to a great time!



Skip ahead to begin a new, exciting leg of your hair-raising race across America!

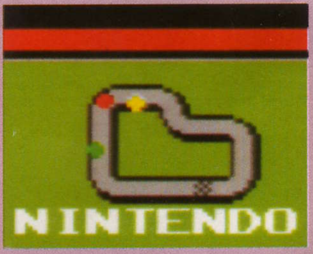
If you just can't wait to see the big finish to this dramatic race, press the B Button 64 times while you're entering the code shown to the left. Or, keep on racing!

TM&© 1990 Nintendo

R.C. PRO-AM

GET A NEW R.C. CAR BY COLLECTING MARKERS AND SPELLING NINTENDO!

Whatever you do, don't miss the bonus letters!! Be sure to pick up the bonus marker on each track. If you collect enough of these letters to spell "NINTENDO", you'll receive a Super Bonus, plus you'll earn certification to drive a faster R.C. car! A few other tips: Although the Turbo Charger's acceleration is thrilling, it is fatal on corners. You can use the Turbo on the straight stretches of the road but not on a HILL! Also, if you follow right behind a fast car driving at the same speed, you won't be interrupted by other cars as often. Pass him at the high speed corner!



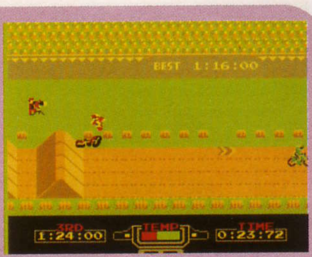
Congratulations! You have a new car! It's changed from a truck to a powerful four-wheeler. Now you can start the next race with a hot new racing machine!

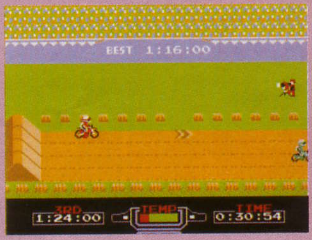
TM&© 1990 Nintendo

EXCITEBIKE

GET BACK UP!!

It's tough out there! The world of racing is highly competitive and aggressive, so you'll probably get knocked down once or twice. If you do bump into a rival motocrosser or make a bad landing from a jump, your bike will overturn. But don't worry! You can get back up fast by hitting the A Button over and over very quickly. This technique will help you earn the best time possible and win the big prize!! In other words, don't let the little things get you down (for long anyway!) and you'll win BIG, BIG, BIG!!





You want to beat your friends at this, right? Of course! Then take this tip! Get right back up onto the course by pressing the A Button over and over very quickly.

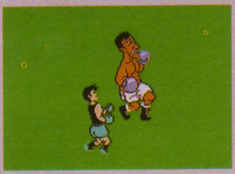
TM&© 1990 Nintendo

# SPORTS GAMES

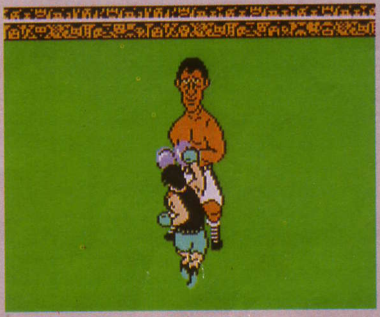
PUNCH OUT!

DON FLAMENCO GOES DOWN HARD!

Don Flamenco is a crafty fighter and a great dancer, but he has one very big weakness. Just dodge his big first punch, then continue to hit him with Right, Left combinations. He won't be able to recover if your timing's right, and you'll score an easy K.O.!



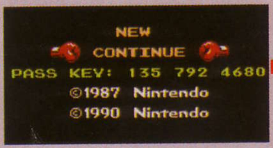
Now give him the old one-two, and he'll be down in no time.

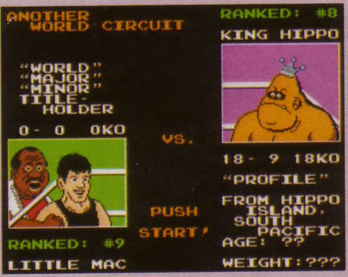


ANOTHER WORLD CIRCUIT

Here's a trick that will let you get to the Dream Fight a little differently. Enter 135 792 468 and leave the last number at 0. Press the Select Button and hold it down. Now press both A and B. Presto! Little Mac has a whole new challenge in front of him!

135 792 4680 + SELECT + A + B


NEW
CONTINUE
PASS KEY: 135 792 4680
©1987 Nintendo
©1990 Nintendo

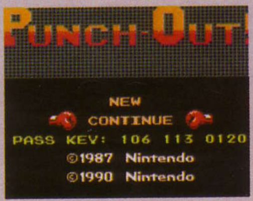

ANOTHER WORLD CIRCUIT
"WORLD"
"MAJOR"
"MINOR"
TITLE-HOLDER
0- 0 0KO
RANKED: #9
LITTLE MAC
VS.
PUSH START!
RANKED: #8
KING HIPPO
18- 9 18KO
"PROFILE"
FROM HIPPO ISLAND, SOUTH PACIFIC
AGE: ??
WEIGHT:???

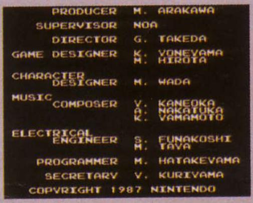
Get ready for a brand new story. Entirely new challenges wait for you here to test your skills.

STAFF CREDIT

You can watch the end credits without ever even playing the game! Enter 106 113 012, and leave the last number at 0. Press and hold the Select Button, then press A and B at the same time. There you have it!

106 113 0120 + SELECT + A + B


PUNCH-OUT!
NEW
CONTINUE
PASS KEY: 106 113 0120
©1987 Nintendo
©1990 Nintendo


PRODUCER M. ARAKAWA
SUPERVISOR NOA
DIRECTOR G. TAKEDA
GAME DESIGNER K. YONEYAMA
M. HIROTA
CHARACTER DESIGNER M. WADA
MUSIC COMPOSER Y. KANEOKA
A. NAKATUKA
K. YAMAMOTO
ELECTRICAL ENGINEER S. FUNAKOSHI
M. TAYA
PROGRAMMER M. HATAKEYAMA
SECRETARY Y. KURIYAMA
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GOLF

CLUB TYPES AND DISTANCES

All set to tee off? You're going to love the great game of Golf, Nintendo-style! It may even help you play better the next time you try the real thing! This chart tells you how far you can expect the ball to go, depending on your club choice and the condition of the course.

		Fairway shot	Bunker shot			Fairway shot	Bunker shot
1	1W	262	131	8	6I	159	79.5
2	3W	240	120	9	7I	142	71
3	4W	230	115	10	8I	126	63
4	1I	213	106.5	11	9I	109	54.5
5	3I	191	95.5	12	PW	87	43.5
6	4I	180	90	13	SW	66	33
7	5I	170	85	14	PT	33	16.5

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TRACK AND FIELD II

COMPETE IN ANY CATEGORY

U.S.A.	
Second Day	1GG36VR54
Third Day	HGG3KURN2
Fourth Day	1GG36URN4
Final	1SS3KVJ5C

Use these passwords to take the USA team to any particular day of competition.

CHINA	
Second Day	CLS36VRGC
Third Day	BDS3KURGC
Fourth Day	BDS36URSC
Final	CDGFKVJS4

The team from China competes well on any given day.

W. GERMANY	
Second Day	NDS36VR24
Third Day	5DG3KUR22
Fourth Day	NLG36URTC
Final	NDG3KVJT4

Send the Germans into the finals!

U.K.	
Second Day	ZYGF6VRM4
Third Day	AYG3KURM4
Fourth Day	AYS36URMC
Final	AYSFKVJMC

Put competitors from Great Britain into any day of the Olympic Mode competition.

FRANCE	
Second Day	TLS36VRCC
Third Day	2LGFKURBC
Fourth Day	TDS36URCC
Final	2LSFKVJCC

Send France into the last day.

U.S.S.R.	
Second Day	RSS36VRWC
Third Day	RGS3KURO4
Fourth Day	JSSF6UROC
Final	JSSFKVJWC

Send the Soviet Union into any level of competition.

KOREA	
Second Day	MLGF6VRIC
Third Day	MDS3KURYC
Fourth Day	MDS36URIC
Final	4DG3KVJY4

Compete as a member of the Korean team and go for the gold.

CANADA	
Second Day	1LGF6VRDC
Third Day	YLG3KURDC
Fourth Day	IDGF6URDC
Final	ILS3KVJDC

Wave the Maple Leaf on the victory stand for Canada!

KENYA	
Second Day	ISSF6VRFC
Third Day	YGGFKUR3C
Fourth Day	YGS36URFC
Final	YSG3KVJ3O

Give the team from Kenya a chance for the gold.

JAPAN	
Second Day	SSS36VRPC
Third Day	SSS3KURPC
Fourth Day	SGG36URX4
Final	SSGFKVJPC

Bring the Japanese team victories in every event.

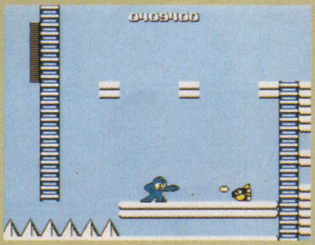
TM&© 1990 Konami

ACTION & ADVENTURE GAMES

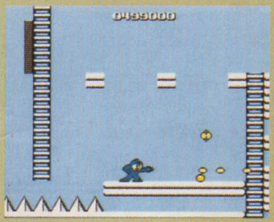
MEGAMAN

DON'T BE HASTY!!

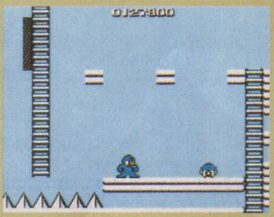
In some stages, your enemies will attack you constantly. You'll know what I mean when you get to the Bombman stage! Here's some advice: Instead of running away from your enemies, try to pick up as many power-up items as you can by facing your enemies and defeating them. The items will be useful later, and if you're lucky, you may even collect a 1-UP.



Be careful when you beat this enemy. If you're too close, he could explode and hurt you!



Patience is a virtue! Especially here! If you take your time and wait here long enough, you could collect a 1-UP.



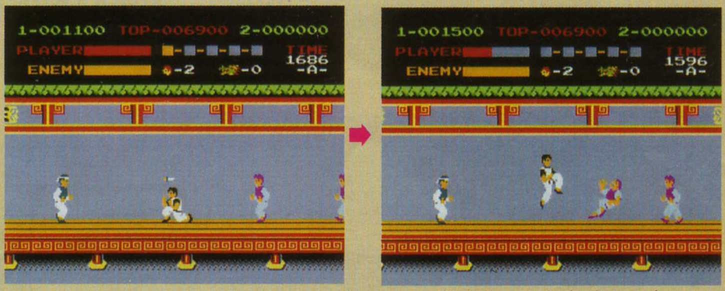
You can collect a power-up item here, but watch out! Enemies will try to stop you!

TM&© 1990 Capcom

KUNG FU

SECRET POINTS

Use this trick to earn extra points on every floor! When you start, defeat your enemies until you reach the twelfth one. If you beat him with a jump kick, you'll receive 5000 bonus points. The enemies that you throw over don't count, so attack only with punches or jump kicks. If the twelfth guy is a Knife Thrower or Tom Tom, let him pass . . . your points won't count.



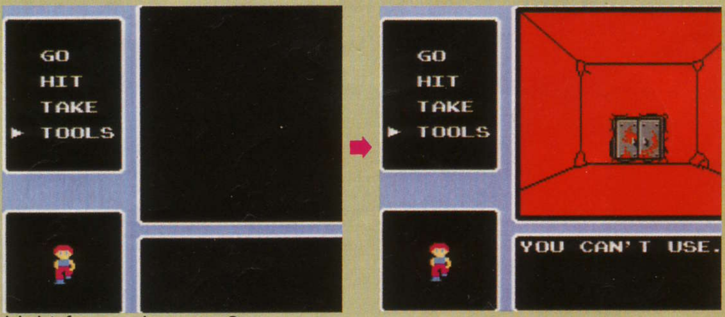
The big bonus target is the twelfth man. But it won't be easy! While you try to defeat your enemy and win the 5000 bonus points, you'll have to dodge an attack from a Knife Thrower!

TM&© 1990 Nintendo

GOONIES II

LIGHT UP THE ROOM WITHOUT THE CANDLE

If you want to see anything in a dark room, you usually need a Candle. But not always! There's a secret way to light up a room with the Hammer when a Candle isn't handy. Choose the Hammer from your assortment of tools and push the A Button repeatedly. The timing can be very tricky and you might have trouble getting it to work, but keep trying! You'll get better with practice! This technique might be easier if you use the NES Advantage.



YOU CAN'T USE.

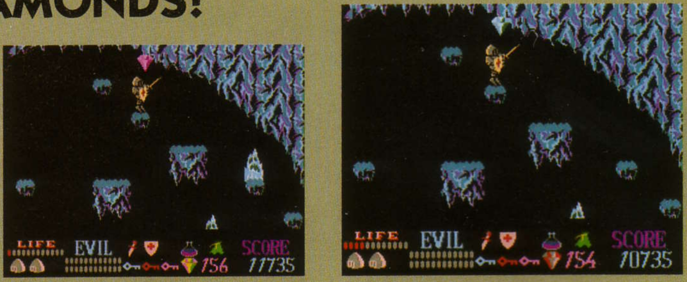
Light from a hammer?

TM&© 1990 Konami

WIZARDS AND WARRIORS

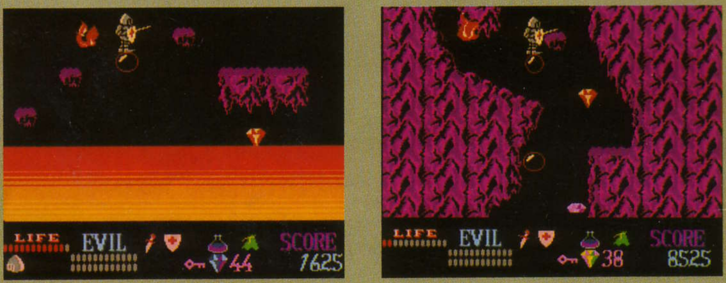
SEARCH FOR INVISIBLE DIAMONDS!

Throughout the game, you will find places where hidden Diamonds keep appearing on the screen as you jump. When you find those secret spots, keep jumping and collect all the Diamonds you can. Also, look for the secret passageways to the secret "Diamond Rooms" where you can collect many Diamonds.


LIFE
EVIL
SCORE
156
11735
LIFE
EVIL
SCORE
154
10735
Keep jumping right here for more Diamonds.

JUMP ONTO THE BUBBLE!

On the Stage 3, Fire Cavern, in order to reach to the upper section, you'll have to ride the bubbles coming from the volcano. Wait at the bottom of the screen, and the bubbles will appear from below. Jump onto one of them and ride on it all the way up.

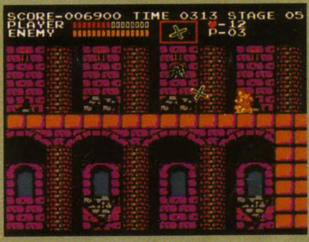

LIFE
EVIL
SCORE
44
7625
LIFE
EVIL
SCORE
38
8525
Just wait there until the bubbles show up.

TM&© 1990 Acclaim

CASTLEVANIA

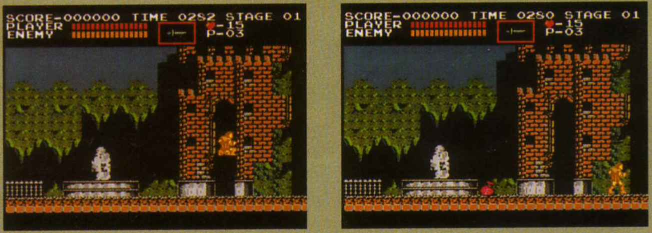
THROW THE WEAPON WHILE KNEELING

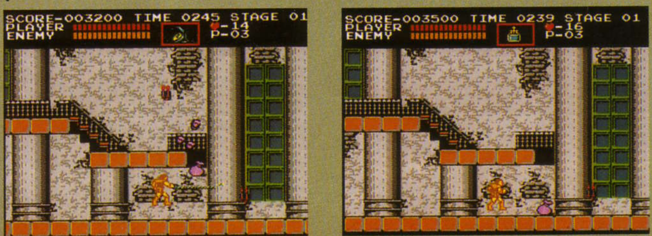
Try this special battle technique using the NES Advantage. Hold the joystick down to make Simon kneel. Then, while you move the stick up, push the B Button at the same time. This way, you can make Simon throw the weapon while still kneeling down.


SCORE-006900 TIME 0313 STAGE 05
PLAYER
ENEMY
-12
P-03

LOOK FOR HIDDEN BONUS ITEMS!!

Besides the items that come out of the Candle, there are hidden treasures scattered throughout the Stages. The first one will appear when you jump over the castle's entrance and reach to the right edge of the screen. You can find another bonus by breaking blocks on the floor after you enter the castle.


SCORE-000000 TIME 0252 STAGE 01
PLAYER
ENEMY
-15
P-03
SCORE-000000 TIME 0250 STAGE 01
PLAYER
ENEMY
-15
P-03
Be sure to jump over the entrance way for the precious bonus item.


SCORE-003200 TIME 0245 STAGE 01
PLAYER
ENEMY
-14
P-03
SCORE-003500 TIME 0239 STAGE 01
PLAYER
ENEMY
-16
P-03
Break the blocks with your whip. There are many bonus items hidden. Try other places, too.

TM&© 1990 Konami

GRADIUS

POWER UP

Here is a code to supercharge your Warp Rattler with options, barriers and missiles. Press Start to pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and release the pause. You can use this only a limited number of times; up to the total number of times you destroy the Big Care plus one.

3 1P 0000000 HI 0050000

3 1P 0000000 HI 0050000

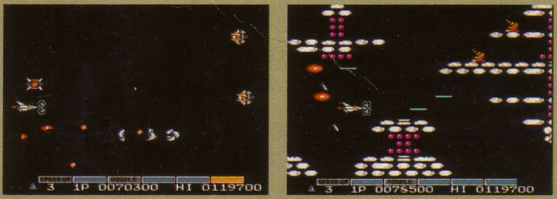
"CONTINUE" COMMAND

The "Continue" command allows you to start where the previous game ended. To activate the "Continue" mode, press Down, Up, B, A, B, A, B, A, B, A, while the screen shows "Game Over". Then, just hold it there, to start where you left off.

1P GAME OVER
1P 0154000 HI 0154000

WIN BIG WITH RAPID FIRE!

With a faster firing weapon, you can defeat a great number of enemies all at once. Collect six capsules, and the indicator will show a "?" mark. Take a 7th capsule when the 4th digit from the right in your score is 0. If you want to fire even faster, try using the NES Advantage.


3 1P 0070300 HI 0119700
3 1P 0075500 HI 0119700

Now, to use your Rapid Fire, hold down the A Button and watch the laser beams fire at super speed!

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LIFE FORCE

DON'T MISS THE OPTION!!

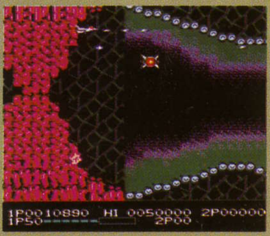
When the Option-equipped Vic Viper is defeated by the enemy, the Option will start floating toward the left side of the screen. When a new Vic Viper appears from the left, move quickly to grab the Option. Now your new Vic Viper is fully equipped and ready for the fight!

1P0012490 HI 0050000 2P00000
1P4 SPEED 2P00

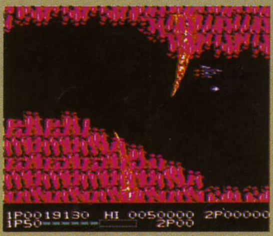
1P0012490 HI 0050000 2P0000
1P4 SPEED 2P00

HIDDEN BONUS POINT

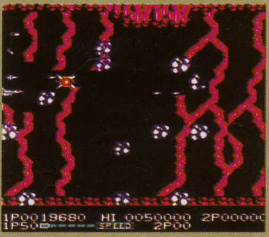
Throughout the game, you'll find many secret places where you can earn extra bonus points up to 5000 or where a 1-UP capsule is hidden for an extra life. We will show you the six places on Stage 1 and Stage 2 for those extra points here. But for other stages, you'll have to rely on your own finely-honed detective skills to turn up the secret 5000 points!


1P0010890 HI 0050000 2P00000
1P5 2P00

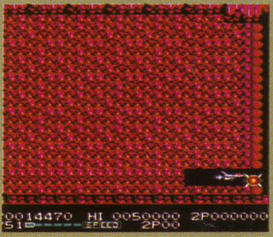
When a pair of Death Hands approaches you, go forward and come right back again.


1P0019130 HI 0050000 2P00000
1P5 2P00

You'll find the bonus points right behind the second Belbeim.


1P0019680 HI 0050000 2P00000
1P5 SPEED 2P00

Cut through the web and go just above the centre of the screen for a 1-UP capsule.


0014470 HI 0050000 2P000000
51 SPEED 2P00

Destroy near the bottom part of the wall. Proceed until you reach the end of the wall for a 1-UP.

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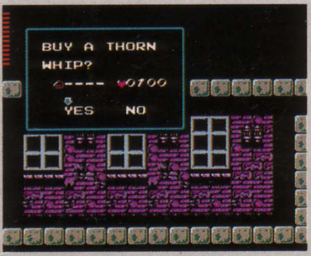
CASTLEVANIA II SIMON'S QUEST

JOUNEY FROM THE TOWN OF JOVA

Your adventure begins in the little town of Jova. If you charge off to find the parts of Dracula without talking to the people here first, your efforts will be fruitless. Be sure to collect as many hearts as you can. You'll need them to buy invaluable weapons. But hearts are not easy to come by. You must earn them with courage and skill as you do battle with Dracula's legions.

BUY THE THORN WHIP

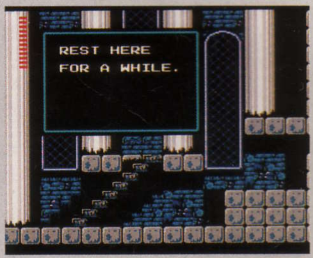
You must buy the Thorn Whip as soon as you collect 100 hearts. Until you buy it, stay in town and fight with Zombies at night.



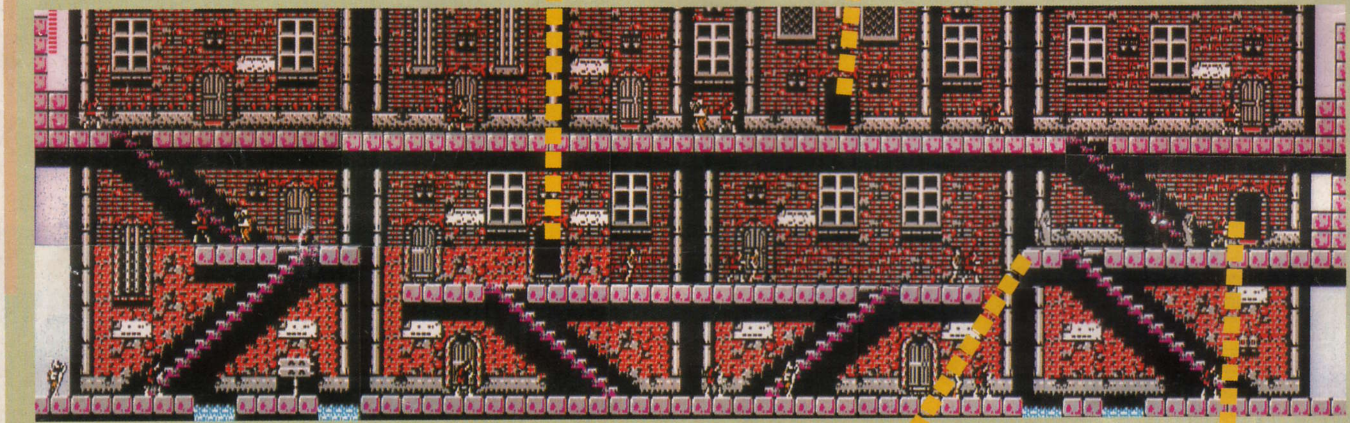
BUY A THORN
WHIP?
----- ♥0100
YES NO

GO VISIT THE CHURCH

If you run out of energy, take refuge in the church. It will replenish your strength and bolster your courage. Talk to the priest here.

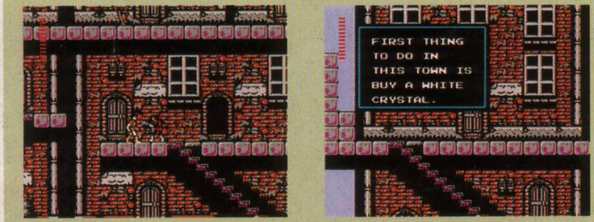


REST HERE
FOR A WHILE.



GAIN CLUES THROUGH VILLAGERS

You must be alert to everything the townsfolk say if you hope to succeed in your quest for the gruesome parts of Dracula. Without help, you are finished. These folks are wise and have their own stories to tell.

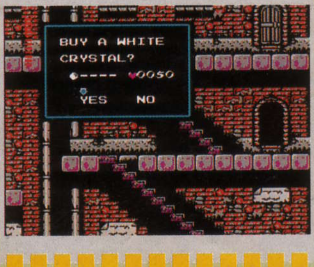


FIRST THING
TO DO IN
THIS TOWN IS
BUY A WHITE
CRYSTAL.

Collect as much information as you can by listening to many people. When you meet a person, press the B Button to talk to him or her.

BUY THE WHITE CRYSTAL!

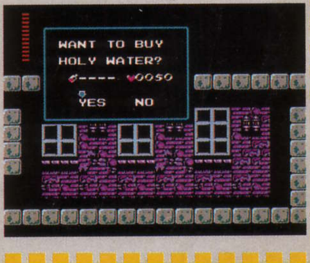
The White Crystal is your first step towards attaining magic power. Be sure to get this item early on in your journey.



BUY A WHITE
CRYSTAL?
----- ♥0050
YES NO

BUY HOLY WATER

With the Holy Water, you can break the walls and floors where important items are hidden. Be sure to buy this before going very far in your quest.



WANT TO BUY
HOLY WATER?
----- ♥0050
YES NO

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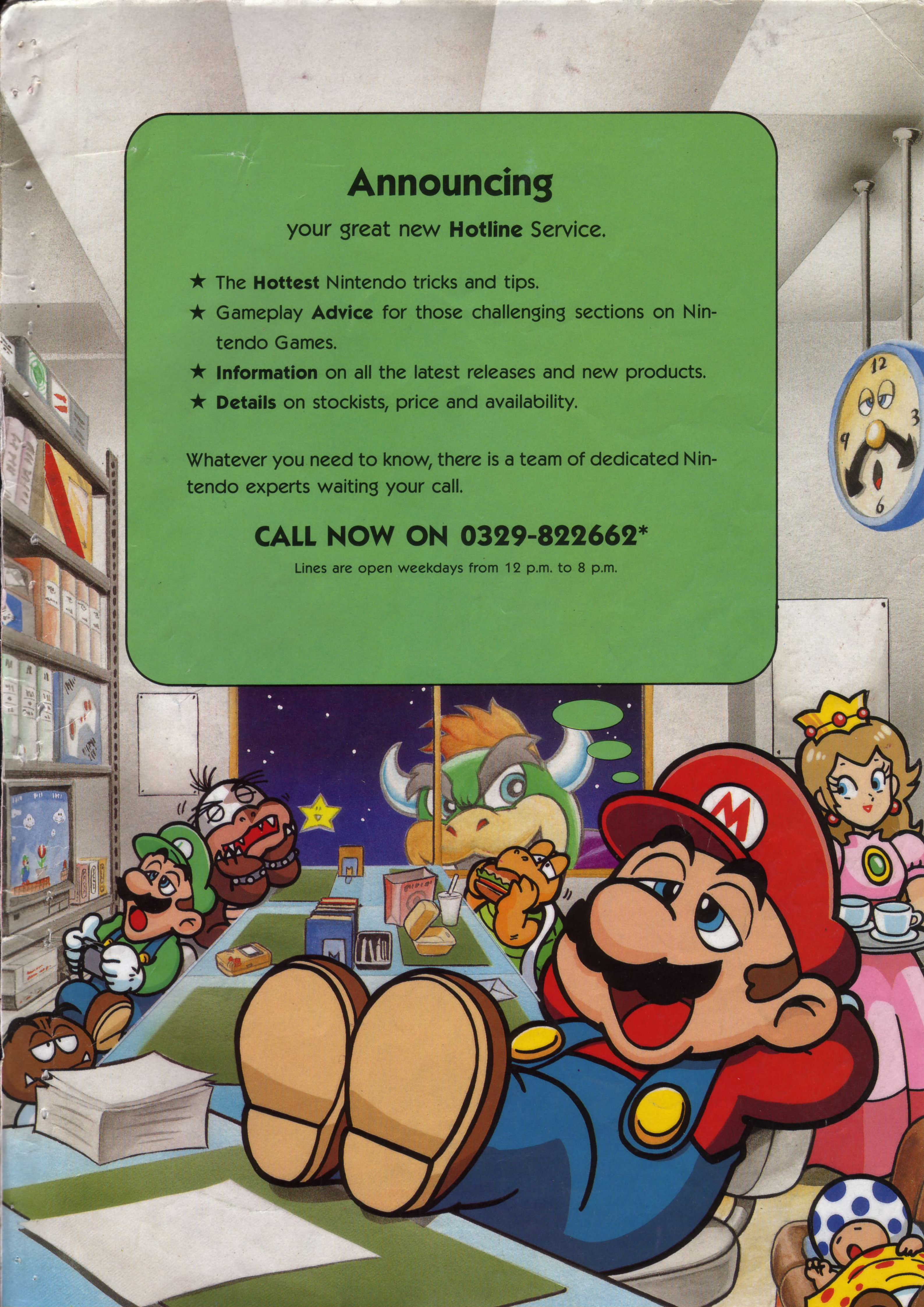

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